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VOL I, ISSUE III
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VOLUME I, ISSUE III AUGUST 1994

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VERBAGE LAWS

OPINIONS

This time, our column will cover the latest news for the **Rolemaster** revision (check the back of this *GW* for a full announcement on the **RM** revision), and we're going to cover *Gamemaster Law*. We went straight to the source and talked to the authors of *GM Law*: John Curtis (**RM** Series Editor) and Jason Hawkins.

This Fall, we will see the new *Arms Law* and the massive *Gamemaster Law*. John and Jason feel that it will greatly expand the art of GMing and be an important addition to a GM's library. It includes an expanded *Campaign Law*, but much of the book focuses on how to GM along with tips and tricks for GMing **Rolemaster**.

Included in *Gamemaster Law*:

- Presentation style
- Creating a rapport with your players
- Preparing your players for the game and for their characters
- Combining your players' style, your style, and the campaign setting
- Developing living NPC's
- Linking scenes and creating a seamless story
- Creating and maintaining drama throughout the game
- How to GM **Rolemaster**
- How to capture PCs without the players going berserk
- Tables to handle shipwrecks...just what could you find that floats?
- Maintaining mystery in a campaign
- Handling PCs with high social skills and players that have none

New topic: the most commonly asked questions at the **Rolemaster** seminars at *Origins '94*.

The most frequently asked question concerned the **RM** skills system. John said that the new **RM** skill system will be able to cover all skills by providing a skill group (weapons), a specific skill category (1H edged), and allowing the player and GM to create the actual skill (Broadsword). All existing core skills will be covered, and suggestions will be made about placing and using the many **RMC** skills. Category bonuses and Skill bonuses will be cumulative, and will total about half the old cost (eg., 1/2 instead of 2/4). This means that by buying both, about the same

amount of DPs will be expended as in the current system. The difference is that the Category skills apply to *all skills in that category*.

The GM and the players will be able to define and create the skills used in any campaign. Instead of level bonuses, one time fixed bonuses will be used. For example, a 1st level fighter might start with a +25 bonus with his primary weapon, and have allocated some minor bonuses elsewhere.

The second most asked question that arose concerned **Space Master**. John Curtis informed us that ICE hopes to re-release the **Space Master** system as two books. *Future Law* would cover how to use the standard **Rolemaster Standard System** system in any science fiction campaign, and the second book would provide the settings for the **Space Master** Universe.

Also, we can expect the long-awaited *Equipment and Treasures*, which will include adventuring equipment for many levels of technology.



GAMEBOX

PRODUCT REVIEWS



THE PRIMAL REVIEW

You may be thinking, "Oh, fine, now *Grey Worlds* has added a review section to their magazine—just what we needed, more game product reviews..." But wait! This is a different sort of review. As a reader of a magazine devoted mainly towards *Rolemaster* and *Space Master*, when you look at other games and their supplements, what you may really be looking for is things to add to your *Rolemaster* or *Space Master* campaign. That is the sort of help a review like this is meant to provide. This is the first of a series of reviews of other game products, discussing how they can be used with *Rolemaster*.

For such a review, there seemed to be no better series of products to start with than the Wizards of the Coast's® Capsystem™ products, which are meant to be universal and usable with any system. This system, to date, consists of *The Primal Order*™, *Pawns*™: *The Opening Move*, *Knights: Strategies in Motion*™, and *Chessboards: The Planes of Possibility*™.

OVERALL

On the whole, these are extremely high quality products. Although a relatively new company, the Wizards of the Coast® started out with products comparable to any other company in page design, editing, and most importantly, writing. The art is very haphazard, some of it very good, and some of it very bad—however, that is a criticism no series of game supplements can escape.

In comparison to most other role-playing game products on the market, these range from above average to excellent. *Rolemaster* players will find them far more useful than most non-*Rolemaster* products because of their adaptability, their high quality, and because they cover topics common in most *Rolemaster* games: deities, their servants, and other planes of existence.

Both *The Primal Order*™ and *Pawns*™ have conversion systems in the back of each for *Rolemaster* as well as many other systems. *Chessboards*™ has no conversion notes for it is all source material—it has no stats, or need for them. *Knights*™, on the other hand also has no system by system conversion notes, and it is a book of NPCs with lots of stats. For reasons I don't understand it assumes that you have *Pawns*™ and

refers you to that product for conversion guidelines. The conversion notes that do exist in the other books offer some guidelines that are useful to follow. If I may, before I get to the individual books, I'd like to spend some time discussing the conversion system (focusing totally on *Rolemaster*, obviously).

The Primal Order™ deals very little with game stats, so there are only a few conversion notes. It states that gods should get a +30 bonus to stat rolls when generated. This gives a range of 50 to 130, which isn't bad, although I personally would never randomly generate a gods stats. Better still would be to give them "racial"-type bonus to add to their normal stat bonuses once generated. Such bonuses would be anywhere from +5 to +30 probably, and would depend on the god's sphere of influence. *Rolemaster* stats are given for a god's Primal Blast and Primal Shield (see below), but no suggestion is given for the critical table used in a Primal Blast. I suggest that a god can choose whatever critical he or she wishes, with Plasma or Essence being the standard.

The creatures/NPCs presented in *Knights*™ and *Pawns*™ are all given very generic stats, with suggestions on how these can be converted into *Rolemaster* stats. Once you have done a few of these conversions, you get a good idea of what the Capsystem™ stat will roughly equate in *Rolemaster*. At that point, I highly recommend that you just go by your own "eyeballed" approximations rather than using the actual step-by-step conversion process. The reason for this is that is a fairly lengthy process to convert a character, and it involves a lot of flipping back and forth in the book. Then, for all this effort, you are probably going to have to slightly change the stats anyway, as some of them come out of the conversion skewed (sometimes radically—far too many creatures/NPCs end up at AT/20 and over a thousand concussion hits, while the levels given are far too high in comparison to the other stats).

"Both The Primal Order and Pawns have conversion systems in the back of each for Rolemaster as well as many other systems."



THE PRIMAL ORDER™

BY PETER ADKINSON

The first of the series, *The Primal Order*™ was also the first product put out by the Wizards of the Coast®. It is a very well-written book, and an amazing achievement to have as the company's first entry in the market. *The Primal Order*™ deals with gods, godlings, their worshippers, their spheres of influence and the planes that they control. **Rolemaster** GMs that want a system for quantifying the campaign gods, their god-like powers, and their ability to gain power from their followers (and, obviously, visa versa) won't be disappointed.

God-like power is quantified into Primal Energy. This is the stuff that makes a god a god, and its absence makes a mortal a mortal. Primal Energy can be used to grant Channeling users their spells, create and maintain servants (like demons, champions, or whatever), create strongholds (and even entire planes). On a smaller level, Primal Energy can be used for combat, travel, or other effects. A Primal Blast is a focus of raw god-power. It has been quantified in **Rolemaster** terms (in the back of the book) as an elemental-style bolt of incredible power. No defense, physical or magical, can offer a mortal protection, except a Primal Shield, another extension of Primal Energy. This defensive application is proof versus practically any attack (including spells) except a Primal attack, or an attack that is somehow Primally enhanced (or "laced"). This system of Primal Energy allows deities to be much more than just powerful characters, and yet it keeps them from just being omnipotent "do-anything-the-GM-wants" type-beings. *Primal Order*™ deities are a level removed from normal "powerful" characters, yet Elric could still have Stormbringer munch on their souls—assuming that it was a Primally-based weapon. In a how-powered, high-magic campaign, a mortal could conceivably challenge a god, but he would need the help of another god to do it.

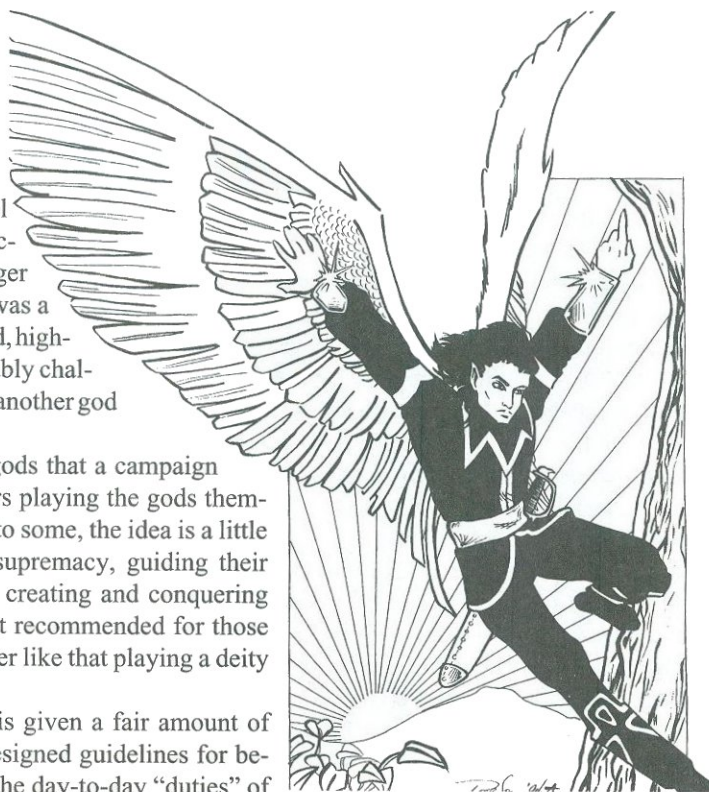
So detailed is this power system for gods that a campaign could conceivably be played with players playing the gods themselves. While this might seem excessive to some, the idea is a little intriguing—minor gods struggling for supremacy, guiding their respective followers against each other, creating and conquering entire planes—the ideas are vast, but not recommended for those players that just like to kill things. A player like that playing a deity would get boring quickly.

The premise of PC gods or godlings is given a fair amount of attention in *The Primal Order*™. Well-designed guidelines for becoming or generating divine characters, the day-to-day "duties" of

a god, and the costs (in Primal Energy) of various activities (from developing a sphere of power to creating servant beings to aiding your priesthood and much more). All of these rules are easily adaptable to **Rolemaster**, because they all deal with the idea of Primal Energy, which is a step beyond mere Power Points used by mortals—yet coincides nicely with the existing concept.

The author also offers the suggestion of having the players play the gods as well as some of the gods' followers who actually carry out the duties (and have the "adventures"). Although I see a potential for abuse by power-monger players, this could be a very interesting idea for a long-term campaign which could encompass many planes and many epic struggles.

Even if the idea of PC gods is not appealing, *The Primal Order*™ still offers much to a **Rolemaster** GM. There are a number of well-developed and extensively detailed examples of pantheons and priestly orders presented. These would be valuable additions to any **Rolemaster** game. There are also interesting guidelines for artifacts, dimensional planes, and other campaign aspects that could provide a GM with many, many ideas. Like all the Capsystem™ products, in my mind anyway, *The Primal Order*™ is first and foremost an idea book. If reading this product (and the others that follow) doesn't at least give you some interesting and fresh ideas for your campaign, then I don't think I want to play in your game.



PAWNS: THE OPENING MOVE™

BY NIGEL FINDLEY

Pawns™ is basically a bestiary for *The Primal Order™*. It offers creatures and beings that serve deities, ranging in power from really old, spellcasting dragons to entities unlike any in *Rolemaster* except maybe the Natharl'nacna in *Creatures and Treasures II* or some of the most powerful beings in Shadow World, like the Lords of Orhan or the most powerful Navigators. Yeah, they are that powerful.

Why would you want creatures that are that powerful? Actually, that is a good question. Unless you are playing in an awfully powerful campaign or are using *The Primal Order™* option of playing deities, quite frankly, you don't. However, you can use the ideas given in *Pawns™* to create creatures more suitably adapted to the power level of your campaign.

The conversion stats, as I mentioned earlier in the review, have a few problems. First and foremost, you get really powerful creatures. While this may not be a problem to some, let's look at a creature picked at random, the Bordeck. These creatures are powerful demons/devils, and some of their *Rolemaster* stats (some of which are approximated, and in some cases even lowered to make the creature more workable in context of the other stats) include: 150th level, Strength: 160, Constitution: 151, Agility and Quickness: 107, Empathy: 125 (giving him well over 300,000 PP), casts spells as a 95th level magician with all applicable lists, AT 20, DB 200, OB: +250 Claw (2 attacks per round), +250 battle axe (3 attacks per round), +220 directed spells, and it takes super large criticals. I assigned the creature 750 hits, although I think the conversion system would actually give it many more.

It is an interesting creature, but I recommend that for most campaigns most of the stats should be decreased to the 90-104 range, the level reduced to 20 or 30 (including magic use), and the OBs down to about 180 to 200, and the hits about 350 to 400. Then the creature is "fightable," but still very powerful (which, as a major servant of an evil demon god, it should be). As you can see, most of the stats are going to need to be tinkered with and adjusted.

Even if you are using the creatures at the power level suggested, you will probably find that the level, and sometimes the concussion hits, too high and requiring adjustment. To make matters worse, some of the creatures' stats don't match their description. The Pandirwa, a serpentine information-gatherer is said to have considerable mental abilities, yet in the stats, their "Mentalic Aptitude" is listed as n/a. Probably just a typo, but bothersome nonetheless. Worse still, certain creatures, like the Ur Wraith, have basic

stats such as Strength or Health (*Rolemaster* Constitution equivalent) listed as n/a. This makes little sense unless they are totally unable to interact with the physical world (the Ur Wraith can attack with its claws and is not always insubstantial) and makes conversion difficult (how many hits would such a creature have?).

The artwork in *Pawns™* ranges from the very good to the blah. Artwork is important to a bestiary discussing completely original creatures, and while each entry does have its own illustration, some would be better off without it. It's a personal bias, but if a creature looks silly or is poorly rendered, I am less willing to give it a chance.

Pawns™ is probably the least useful and interesting of the Capsystem™ books that I have seen. That said, there are still a number of interesting creatures in it that would be worthwhile additions to almost any fantasy campaign. However, you will have to do so much work making up your own stats that it is no more useful than any other bestiary written specifically for another game.

KNIGHTS: STRATEGIES IN MOTION™ BY NIGEL FINDLEY

Similar at first glance to *Pawns™*, *Knights™* is a much better book. Three different gods and their respective orders, from the lesser gods beneath them all the way down to their mortal servants, are presented. Each order has a sphere of influence, those being Combat, Death and Magic.

Unfortunately, rather than improving on *Pawns™* conversion notes, the Wizards of the Coast® simply decided not to include them in *Knights™*. This was disappointing. Although the stats seem better constructed in *Knights™*, the reader is simply referred to the conversion notes in *Pawns™* after briefly describing what each of the generic Capsystem™ stats mean. Without *Pawns™*, then, the *Knights™* reader is left totally on his own (but then, as I mentioned earlier, even with the conversion notes, you have to do a lot of adjusting yourself anyway). Additionally, even if you have *Pawns™*, not all of the generic Capsystem™ stats are the same from book to book. In my opinion, the usefulness of the Capsystem as a "system" is fairly questionable at this point. *Knights™* and *Pawns™*, despite the fact that they are full of game stats, are like *The Primal Order™* and *Chessboards™* in that they are really only idea books. Luckily, they are very good ones, especially *Knights™*.



"It [Pawns]
offers creatures
and beings that
serve deities,
ranging in
power from
really old,
spellcasting
dragons to
entities unlike
any in
Rolemaster..."

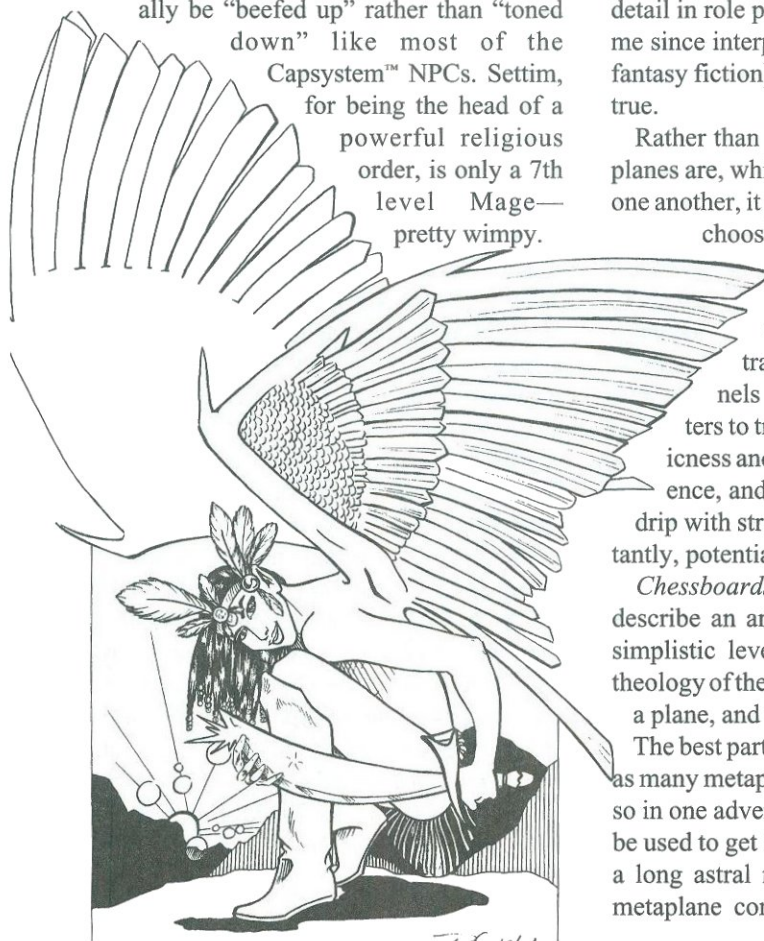


"Each character is portrayed in such a way so as to make a GM want to hold up the picture to the players and say 'you see this...'"

The NPCs in *Knights*™ are more likely to fit into a standard *Rolemaster* campaign. While some of the characters are gods or godlings (so they are, by definition, extremely powerful), many are lesser servants and even mortal NPCs to challenge or befriend player characters. The art is excellent, and each religious order has its own "look" and "mood" given by the illustrations. Each character is portrayed in such a way so as to make a GM want to hold up the picture to the players and say "you see this..."

When converting some of the beings in *Knights*™, a few problems may arise, whether you are using the conversion system from *Pawns*™ or not. Marcrast Bloodbearer, for example, is a demigod who has a sword which unfailingly always pierces the heart of anyone he is fighting. Now, not only is this really powerful, but its difficult to translate into *Rolemaster*. Other things of this nature occasionally crop up as well, and it will be up to the GM on how to use them. Personally, I would say Marcrast's sword adds +30 to all critical rolls (which are always puncture). That is still really powerful (hey, he is a demigod), but not an absolutism, which do not fit in with *Rolemaster's* open-ended nature very well. Additionally, some of the mortal characters, such as Settim Orr, head of the church in the magic-related order, will have to actually be "beefed up" rather than "toned down" like most of the

Capsystem™ NPCs. Settim, for being the head of a powerful religious order, is only a 7th level Mage—pretty wimpy.



I think that just about any GM running a fantasy game would find the three religious orders presented in this product to be worthwhile additions to their campaign. Not only are stats, descriptions and backgrounds given for the gods, servants and followers given, but detailed analysis of the religion, its beliefs, traditions and methods of operation are given. Even someone running a low-level campaign, where the player characters would never actually fight and would very rarely encounter any of the NPCs presented here might find the religions themselves good additions to their game. I'm not sure that it would be worth buying the book if the NPCs would never be used, however.

CHESSBOARDS: PLANES OF POSSIBILITY™

BY DAVE HOWELL

You are probably going to either hate or love this book. There are no game stats, generic or otherwise. It is totally an idea book, presented in the form of a primer on the planes of existence. If you are looking for NPCs or pre-made adventures, this is not the book for you. If you are interested in reading some extremely original ideas on a topic rarely discussed in detail in role playing games (for reasons that escape me since interplanar adventures are such a staple of fantasy fiction), then *Chessboards*™ is a dream come true.

Rather than simply stating what the nature of the planes are, which planes exist and how they relate to one another, it gives you a large number of options to choose from so that you can set up your planiverse however you desire. A number of example planes and ideas of how they interrelate provide illustration as well as being wonderful kernels of ideas for places for player characters to travel to. Nothing can compare in excitement and wonder as an alternate plane of existence, and the examples provided by the author drip with strangeness, originality and most importantly, potential for use.

Chessboards™ uses the concept of a metaplane to describe an area of joined or related planes. On a simplistic level, if one were to use the medieval theology of the "Nine Hells," then each Hell would be a plane, and the Nine Hells would be a metaplane. The best part about metaplanes is that you can have as many metaplanes as you want all at the same time, so in one adventure, magical worm-hole tunnels can be used to get from plane to plane, while in the next, a long astral road must be traversed. The idea of metaplane construction is approached from many

angles, such as planar islands floating on an ethereal sea or a checkerboard of alternate realities that can be traveled to by a series of complicated but naturally-occurring gates.

And speaking of gates, a huge section of *Chessboards™* explores planar travel, and offers a number of suggestions for how it is done. Spells, magic items, special vehicles, hidden gates, or simply jumping off the world's edge (it's flat, you know) are all discussed as well as ideas too intricate to explain here.

Once the PCs have reached the other-dimensional realm, *Chessboards™* also gives pages and pages of ideas of what they will find when they get there. The laws of nature can be totally altered. Physics, magic, communications, combat, movement, emotions, thought—everything can be different. The potential inhabitants and their civilizations (if any) are also detailed, and again, the examples provided make great seeds for ideas, waiting to be extrapolated and incorporated into a game.

Needless to say, I liked *Chessboards™*. However, keep in mind that a lot of the concepts discussed in this book are based on ideas first written in *The Primal Order™*. I highly recommend that *The Primal Order™* be read before *Chessboards™* to get the full worth from the product.

IN CLOSING

While all of the Capssystem™ products have worthwhile ideas and information for a *Rolemaster* game, *The Primal Order™* and *Chessboards™* are the best of the line (so far, anyway), and, in my opinion, good enough to go out and buy right away. *Pawns™* and *Knights™* are pretty good (*Knights™* is the better of the two), and are worthwhile buys for the Gamemaster who is looking for some ideas to spice up his game and is willing to put some work into generating the stats on his own.

Hopefully, in the future, Wizards of the Coast® will be able to put some more time into the system of the Capssystem, to make it easier to convert to other games (specifically *Rolemaster*). As of this writing, WotC will soon come out with *Bishops: The Eternal Crusade* as their next addition to this line. It is worthwhile to mention that this same company now has the rights to put out products based in the Talislanta fantasy world, of which you may have heard. These products are also of high quality, and perhaps are worthy of their own review as to how they, too, can be used with *Rolemaster*.

Monte Cook



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Space Master

Strolling down the shuttle egress, hoping the Outbound is already outward bound, you are accosted by a bedraggled trifle of a man wearing a rumpled brown jumpsuit.

"Seen any Betas around?" he asks, peering suspiciously past you into the shadows. "I've been leery of these back alleys since the Carnage started."

Attempting to brush past this irritant, you wince as he grasps your forearm in a surprisingly strong grip. "Hey, you can't be too careful who you talk to, you know?" he states. "I mean, you could be the Juri, right?"

Indignantly, you shake off his grip as he goes on. "Dangerous times oblige dangerous measures. None are more dangerous than the city during Carnage." Seeing your rising interest, he opens a satchel, asserting, "If you can't carry an I.B., maybe one of these will help." He pulls out an ordinary looking grenade...

Timed Grenades—Normal grenades of the various types, which may be set on time delay. Delay range is from .0001 seconds to 1000 years. Cost: 5 El (in addition to ordinary grenade cost). Weight: .01 kg.

Mastoid Communicator—A miniaturized send/receive communicator which is implanted near the ear of the user. Unit is DNI capable, and messages may be sent or received via DNI or voice. Range is 1000 km overland, or to standard orbit overhead. Implant difficulty level is Easy. Cost: 100 El (doesn't include implantation). Weight: .01 kg.

Rechargeable Energy Cells—Standard energy cells, weapons power pack, and rifle power pack, covered in high efficiency photovoltaic cells. The power sources may be recharged if left in light from any source (natural or artificial light). Recharge time varies from 8 hours in direct sunlight to 100 years with one candlepower (GM's option). Cost: 5x normal energy unit cost. Weight: (as energy unit type).

Handcuffs—Normal handcuffs keyable to different types of keys. Possible keys include mechelectronic, computer chip, configured laser burst, or precise electromagnetic field, and are available at 1, 10, 50, and 100 times cost. Cost: 10 El. Weight: 1 kg.

Solar Generator—Generates power and can recharge cells from solar energy. S.G.'s come in various sizes from the 3' x 3' model (model 9) that folds up to be carried in a pocket, to the 100' x 100' monster (model 10K) that is transported by truck. These units are capable of providing the equivalent of one standard energy cell per square foot area exposed per 200 seconds of illumination. Thus, a 3' square model would, with 8 hours of illumination, provide the energy of 1296 standard energy cells. The recharge areas for a pistol and rifle pack is 6 square feet 9 square feet respectively. Note: The larger an area

used for recharging, the faster the recharge (i.e., a single energy cell put on full recharge with a small 3x3 S.G. would recharge in 22 seconds). Note: A standard hour of illumination on one planet (or even continent) may differ from another so recharge times may vary. Cost: 10 El per square foot. Weight: .1kg per square foot.

Fusion Generator—Generates power and can recharge cells from an internal fusion reaction. F.G.s come in various sizes from the knapsack model 9 to the gargantuan model 10000 (10K). The units are capable of providing energy exactly as the S.G.s, but they provide it from simple water. The amount of water necessary to provide energy to recharge a single energy cell is 1 ml. Unit comes complete with small water purification device and foldable/collapsible fuel storage area (25 liters for the small, and 2500 liters for the large). Cost: 10 El x model #. Weight: .1kg x model #.

Power Grenades—Grenade delivery method which allows user to launch grenades (of the various types available) from energy weapons. Essentially a filter which alters the energy generated from the barrel of the weapon into concussive/motive force which propels the grenade as per normal launcher. Cost: +25 El (in addition to ordinary grenade cost). Weight: .2kg.

Joseph B. Daugherty and Daniel A. Whiteside

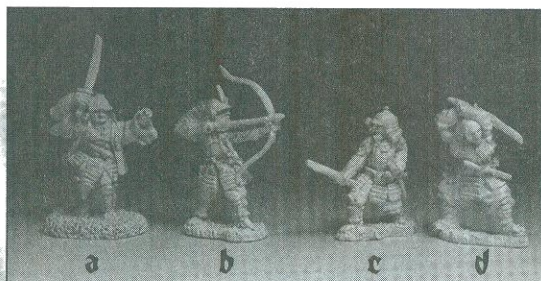


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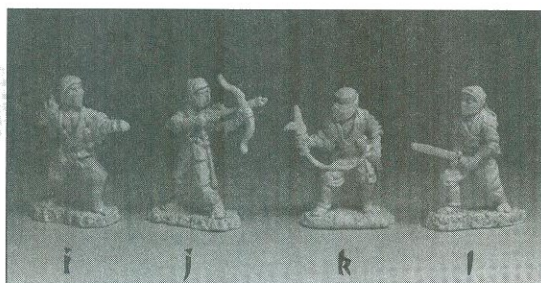
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NOTES ON THE NATURE AND POWER OF FOLK MAGIC AND WITCHCRAFT

BY BERNARD MARCUS KILKERN, FEY KINDRED, WIZARD, AND ABBOT OF ST. MATTHEW'S



"It is often remarked to me by those gifted mages and wizards of higher station, as it is regarded in the eyes of this world, that magical power attributed to "witches" by the common folk can scarce be comprehended. Surely these rural practitioners, to the minds of their well-placed cousins, lack the proper schooling in the arcane arts which are supposed to give a "true" mage or wizard the craft by which to work his magic. This leads some dismiss the stories of great "witches" or "cunning folk" as mere peasant superstition. Others postulate that such men and women have fey blood, or, more darkly, that they are in league with demons.

"The first objection is, in truth, naive silliness sprouting from a life sheltered within the great houses of cities and the courts or greater noblemen. Those who have any experience with rural folk must know that among them are men and women, both benevolent and malevolent in intention, who are skilled in working illusions, flying, the laying and lifting of curses, granting good fortune, healing the injured and afflicted, bonding themselves with animals and birds, changing their shapes, working great magics in potions and candles, and foretelling the future. To the second objection, it is doubtless that some of these "folk mages," as I believe it is best to call them, are born with fey blood or learn their power by consorting with demons, but this can hardly be said of all of them, and it can be said of many of our most respected mages.

"I will, in this work, put forth a new theory of the phenomenon of folk magic, or new, at least, to those who have had no opportunity to those who are unfamiliar with it, either through purposed neglect or innocent ignorance. It has been noticed by those who take time to observe that young folk mages will rarely study at magic in what we have come to know as the "scholastic" manner of many a magician's apprentice. Rather their time as students, and indeed as full mages, is spent in learning stories, songs, dances, histories, and the crafting work of common people. This is no doubt a puzzlement to the casual observer, and such observer's have often noted that in deed, the folk mage is not exclusively concerned with spellcraft, but with the preservation of all ancient and orally carried knowledge. But I will assert that the significance of this training goes farther than the teaching of extramagical knowledge. I will assert, in fact, that such training is at the very heart of the folk mage's magical skill.

"Before you, good reader, begin to scoff at what you think I might be hinting at, think for a moment of your own apprenticeship in our craft. Were there not times in your training when physical gesture or activity, or even the knowledge of certain stories surrounding the wizardly work, gave us new insight into the magic you sought to master. I am indeed reminded that of the famed mystical tapestries that come from the hands of Her Grace, the most honorable Astrida, Jointress and Duchess of Trelac, and an enchantress of no small skill, who has remarked to me on more than one occasion that the weaving of spells into cloth often brings new and fuller insights into the nature of her magic. Keeping this in mind, consider how it might be if the deepest and most intuitive child of even the most remote village might stumble onto the hidden wisdom of old stories and daily ways of doing simple chores, and we are left with a tiny grasp of what is very likely the source, not only of the folk mage's understanding, but of his power . . ."



THE FOLK MAGE



AN ENCHANTING NEW PROFESSION FOR **Rolemaster**™



Whether it is the old woman who lives in the forest, or the wise gentleman who everyone in the village goes to with problems, or the mysterious midwife who cured the sheep from a blight last winter, the Folk Mage (a mage who preserves a largely oral traditional magical lore) is a common figure in fantasy literature as well as folk and fairy tales. They fill almost every role a spell-caster can, from healer to trickster, from poor-man's alchemist to wilderness protector.

Folk Mages run the gamut from the benign to the malevolent. They have no real magical specialty, and often know a great number and variety of spells. There seem, at first glance, to be as many kinds of Folk Mages as there are individuals who pursue the profession, practicing all number of magics in at least a basic way.

The Folk Mage is usually a hybrid user of the realms of Channeling and Essence, although can be of any realm or realms (GM's discretion). He is a magical generalist, but has special skill in making magical potions, candles, and other objects.



*"If this be
magic, let it be
an art lawful as
eating."*

*—Shakespeare,
The Winter's
Tale*

FOLK MAGE BASE SPELL LISTS

Waxen Ways

Helping Hand

Witch's Cauldron

Witch's Forms

Witch's Healing Law

Witch's Justice

Witchstaff

Lore (Closed Channeling, *SL*)

Familiar's Law (Closed Essence, *RMCI*)

Nature's Ways (Witch base list, *RMCI*)



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Weapon Skills: 9; 20; 20; 20; 20; 20	
Maneuvering in Armor: Soft Leather 9 Rigid Leather 9 Chain 10 Plate 11	Magical Skills: Spell Lists 1/* Runes 2/5 Staves & Wands 2/5 Channeling 2/5 Directed Spells 2/5
Special Skills: Ambush 9 Linguistics 2/* Adrenal Moves 6 Adrenal Defense 20 Martial Arts 10 Body Development 6	General Skills: Climbing 5 Swimming 3 Riding 3 Disarm Traps 8 Picking Locks 8 Stalk and Hide 3/6 Perception 2
Other Skills: Refer to the costs given below for the skill costs unique to the <i>Folk Mage</i> profession. All other skill costs are identical to the <i>Witch's</i> development point costs.	
Prime Requisites: In/Em	
Academic Skills: Demon Lore 1/4 Fauna Lore 1/2 Flora Lore 1/2 Herb Lore 1/2/* Poison Lore 1/4 Sanity Healing Lore 1/4 Trading Lore 2/4	Medical Skills: Diagnostics 1/5 Drug Tolerance 3 First Aid 1/4 Hypnosis 3 Midwifery 2/6 Second Aid 2/4 Surgery 4/7
Animal Skills: Animal Healing 1/4 Beast Master 1/5	Perception Skills: Read Tracks 2/4 Sense Reality Warp 2/5
Athletic Skills: Sprinting 4	Deadly Skills: Silent Kill 4
Evaluation Skills: Metal Evaluation 3 Stone Evaluation 3	Subterfuge Skills: Trap Building 3/6 Trickery 3/6
General Skills: Advertising 2/4 Crafting 2/4 Play Instrument 2/4	Survival Skills: Region Lore 1/4 Scrounge 1/5 Streetwise 2/7
Linguistic Skills: Poetic Improv 2/4 Propaganda 2/6 Tale Telling 1/5 Ventriloquism 2/6	Magical Skills: Circle Lore 1/6 Component Substitution 2/5 Magical Language 2/* Magical Ritual 1/4
Level Bonuses: Academic Skills +2 Base Spell Casting +2 General Skills +1 Magical Skills +1	Medical Skills +2 Outdoor Skills +1 Perception Skills +1

HELPING HAND

FOLK MAGE BASE

Note: The spells below may be used on either humans or animals.

	Area of Effect	Duration	Range
1—Clotting I	1 target	P	touch
2—Protection I	1 target	1 hr/lvl	10'
3—Resist Disease	1 target	—	touch
4—Heal Minor Fracture	1 target	P	touch
5—Resist Poison	1 target	—	touch
6—Good Fortune I	1 target	1 hr/lvl	touch
7—Clotting III	1 target	P	touch
8—Protection II	1 target	1 hr/lvl	10'
9—Good Fortune II	1 target	1 hr/lvl	touch
10—Heal Major Fracture	1 target	P	touch
11—Awaken	1 target	—	touch
12—Protection III	1 target	1 day/lvl	10'
13—Good Fortune III	1 target	1 hr/lvl	touch
14—Cure Disease	1 target	P	touch
15—Restore Shatter P	1 target	touch	
16—Neutralize Poison	1 target	P	touch
17—Clotting True	1 target	P	touch
18—			
19—			
20—Purify Body	1 target	V	touch
25—Good Fortune IV	1 target 1 day/lvl	touch	
30—Uncurse	1 target	V	touch
50—Healing True	1 target	P	touch

1—Clotting I (H) Caster may stop the bleeding up to 1 hit/round on one wound. Subject may not move at more than a walking pace for one hour or wound will reopen.

2—Protection I (D) Target gets a +5 bonus to RRs (resistance rolls) and DB (defensive bonus).

3—Resist Disease (H) Target gets a second RR against any one disease he is currently suffering from.

4—Heal Minor Fracture (H) Any one simple fracture (no shattered bones or compound fractures) will be completely healed.

5—Resist Poison (H) Target gets a second RR against any poison which has affected him.

6—Good Fortune I (F) Target gets a +5 bonus to the use of any one skill/one type of activity (GM's discretion) for the duration of the spell.

7—Resist Heat/Cold (D) Target may be protected from either heat of up to 200 degrees F (+20 to RR's vs. heat, -20 to heat/fire based attacks), or cold as low as -20 degrees F (+20 to RR's vs. cold/ice, -20 to cold/ice based attacks).

8—Protection II (D) As *Protection I*, except the target receives a +10 bonus.

9—Good Fortune II (F) As *Good Fortune I*, except the target will receive a +10 bonus.

10—Heal Major Fracture (H) As *Heal Minor Fracture*, except caster may heal any fracture that is not a complete shattering of the bone.

11—Awaken (F) Target will immediately awaken from any sleep, whether natural or magical (GM may decide that powerful sleep spells may receive a resistance roll against the level of the caster).

12—Protection III (D) As *Protection I*, except target receives a +15 bonus.

13—Good Fortune III (F) As *Good Fortune I*, except target receives a +15 bonus.

14—Cure Disease (H) Target may cure one disease in any one target.

15—Restore Shatter (H) Caster may restore any one shattered bone in any one target.

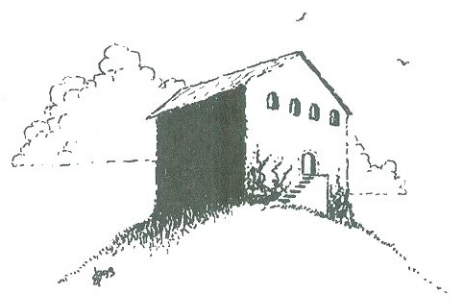
16—Neutralize Poison (H) Target may neutralize any one poison in any one target.

17—Clotting True (H) As *Clotting I*, except caster may completely clot any one wound.

20—Purify Body (H) Caster cures all diseases and neutralizes all poisons in any one body.

25—Good Fortune IV (F) As *Good Fortune I*, except the target receives a +20 bonus.

50—Healing True (H) Target may work all of the healing spells on this list for any one target.





WAXEN WAYS

FOLK MAGE BASE

Note: All objects created by this list will last until they are broken or used, unless otherwise noted. The durations listed above reflect the time required to imbed the desired enchantments. The Folk Mage may only imbed spells he knows into candles.

	Area of Effect	Duration	Range
1—Wax Lore	1 wax item	—	touch
2—Enchant Wax	1 lb/5lvl	V	touch
3—Candle I	1 candle	—	touch
4—Wax Fruit	1 item	—	touch
5—Smoking Candle	1 candle	—	touch
6—Candle II	1 candle	—	touch
7—Sealing Wax	1 candle	—	touch
8—Wax Familiar I	1 wax doll	10 min/lvl	touch
9—Candle III	1 candle	—	touch
10—Wax Familiar II	1 wax doll	1 hr/lvl	touch
11—Candle IV	1 candle	—	touch
12—Waxen Globe	1 globe	—	touch
13—Candle V	1 globe	—	touch
14—Wax Mask	1 mask	—	touch
15—Blackfires Candle	1 candle	—	touch
16—Poison Candle	1 candle	—	touch
17—Waxen Banquet	1 lb wax/lvl	—	touch
18—Wax Doll	1 doll	—	touch
19—Candle VIII	1 candle	—	touch
20—Waxen Beast	1 beast	1 hr/lvl	touch
25—Wax Body	1 wax body part	—	touch
30—Candle XV	1 candle	—	touch
50—Waxen Servant	1 servant	24 hr/lvl	touch

1—Wax Lore (I) This spell allows the caster to determine the basic nature and power of any one magical wax object created by this or similar lists.

2—Enchant Wax (F) This spell is necessary to prepare wax for to be shaped into the rest of the items on the list.

3—Candle I (F) This spell imbeds one first level spell into a candle.

4—Wax Fruit (F) This spell creates a poisonous wax fruit. Anyone eating of this fruit will immediately fall asleep (as the spell Sleep).

5—Smoking Candle (F) This spell enchant a candle so that when it is extinguished, magical smoke begins to cover the area. If the spell is cast indoors, then the smoke will fill the room and any room connected by an open doorway. If it is cast outdoors it will form a core of dense black smoke about 50' radius. A good wind will dissipate the smoke quickly.

6—Candle II (F) As *Candle I*, except caster may imbed one second or two first level spells.

7—Sealing Wax (F) When the caster casts this spell, he creates half pound of wax that may be used to hold closed any object that may be open and shut (doors, jars, books, gates, etc.), working as *Magic Lock* (Open Essence: Unbarring Ways). The caster may implant a code word into the wax so that he and others may use the door or device. The seal will last until the object it is holding is broken or the Sealing Wax spell is dispelled.

8—Wax Familiar (F) This spell may be cast on a doll shaped from one pound of enchanted wax. The doll will become animated, having a strength of 10 and 10 hits. The caster must keep the doll within the line of sight, though he only has to concentrate when the doll is moving or performing some activity. The familiar will remain animated up to 10 min/level. The familiar can be created in advance, and then activated at a later time. The caster may only have one Wax Familiar at a time.

9—Candle III (F) As *Candle I*, except caster may imbed up to three total levels of spells in a candle.

10—Wax Familiar II (F) As *Wax Familiar I*, except Familiar will have a strength of 15 and 20 hits. If the caster concentrates, he may guide the familiar through an area he cannot see but knows.

11—Candle IV (F) As *Candle I*, except caster may imbed up to four spell levels into the candle.

12—Waxen Globe (F) When this spell is cast on a globe of hard wax, it makes a "light globe" that may glow up to 10'R. The globe may be dimmed or turned off at will. The globe will be capable of producing light unless it is broken or damaged. Each caster may have only one globe at one time.

13—Candle V (F) As *Candle I*, except up to five levels of spells may be imbedded.

14—Wax Mask (F) This spell allows the caster to enchant a sculpted wax mask that may or may not resemble a particular person. When it is worn it will appear to be the face it was sculpted to resemble, adding 50 to disguising attempts.

15—Blackfires Candle (F) When a blackfires candle is lit it will immediately

"If you think
we're wax-
works, you
ought to pay,
you know.
Wax-works
weren't made to
be looked at for
nothing.
Nohow!"
—Lewis Carroll

begin to fill the area with thickening shadows. Within one minute the entire room, and all open connecting areas (50'R if outside) with darkness. All within the darkness will suffer *Confusion* as the fifth level spell on the Mentalist base list: Mind Control.

16—Poison Candle (F) All within the same room and open connecting rooms (or 50'R if outside) will suffer the effects of one poison of the caster's choice. The GM may wish to require the caster to have access to the poison during the making of the candle.

17—Waxen Banquet (F) This spell allows the caster to turn enchanted wax into an equivalent amount of food (the GM may require that the wax be sculpted to resemble the kind of food it is being turned into). The waxen food, if eaten within the spell's duration, will be as filling and nourishing as normal food.

18—Wax Doll (F) The caster must cast this spell on a doll of enchanted wax containing some excretion of the target/victim (hair, fingernail, saliva, etc.). By concentrating, the possessor of the doll may force the victim/target to follow a *Suggestion* (as the spell on the Closed Essence list: Spirit Mastery). Whatever damage befalls the doll may also occur to the target in a similar way (GM should allow and RR each time). The target may have the control broken by having *Remove Curse* or *Cancel True* spell cast on himself or the doll.

19—Candle VIII (F) As *Candle I*, except the caster may imbed up to eight levels of spells in the candle.

20—Waxen Beast (F) As *Wax Familiar I*, except caster may animate an animal sculpted piece of wax (or semi-magical beast of animal intelligence) of no more than half his weight. The beast will have all of the inherent attributes of the animal it is sculpted to resemble. The beast will remain animated for up to 1 hour/level.

25—Wax Body (F) As *Wax Mask*, except caster may create other body parts. The wax disguise will add 75 to disguising attempts.

30—Candle XV (F) As *Candle I*, except up to fifteen spell levels may be imbedded into the candle.

50—Waxen Servant (F) As *Wax Familiar I*, except the caster may animate a wax humanoid of up to the caster's weight, strength, and hits.

WITCH'S CAULDRON

FOLK MAGE BASE

Note: *Folk Mages may only imbed spells they know into potions made by this list. The GM may wish to allow characters to create items from the potion spells other than potions (imbedding a sleep spell into powdered herbs, or a traveling spell into the sole of a shoe). The item must be made in or immersed in the enchanted cauldron. If an item has a spell imbedded in it, then the Folk Mage must decide if the spell will be activated whenever the item is used (the shoe is walked on), or whenever the item is activated by some sort of code (verbal or otherwise).*

The GM should make sure that the Folk Mage uses these spells in a manner appropriate to the spirit of the profession and the campaign. The Folk Mage would not generally walk into a dungeon armed to the teeth with powders, charms, and potions.

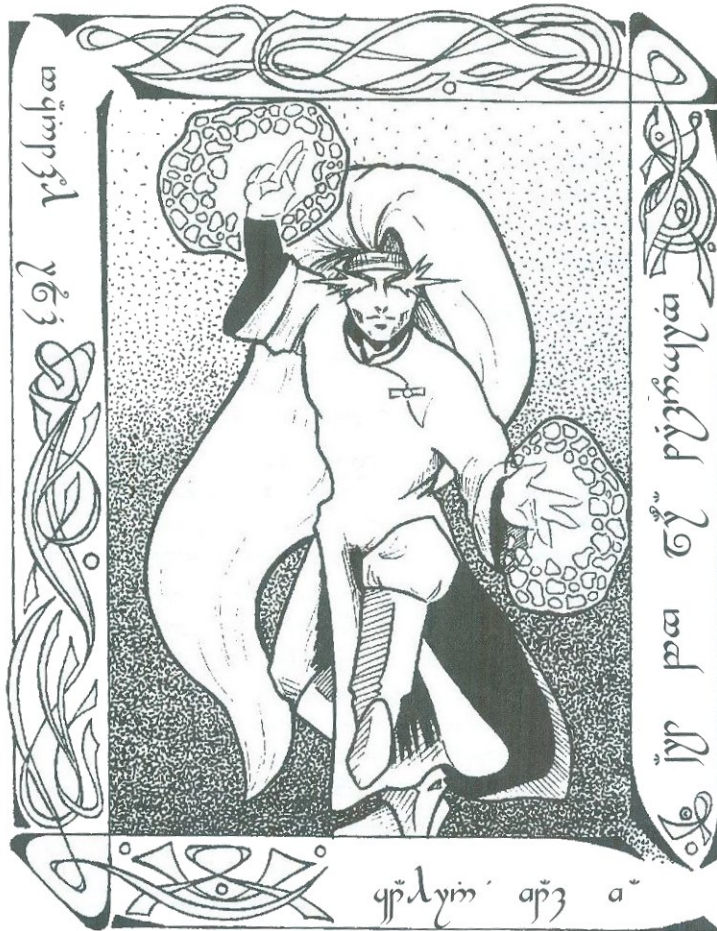
The following spells are meant to be the end results of herbal mixtures brewed, mixed, or otherwise prepared in the Folk Mage's enchanted cauldron. Depending on the campaign world, the charms and other items prepared should either be immersed in an herbal brew, or actually contain cauldron mixed herbs (perhaps the charm is a small bag worn about the neck). Due to the nature of the magic, a logical amount of time is required to gather herbs and work the spells on this list (though not require anywhere near the time involved in a true magic ritual). Unless otherwise noted, charms will last 1 day/level once activated.

	Area of Effect	Duration	Range
1—Enchant Cauldron	1 cauldron	P	touch
2—Cauldron Lore	1 item	—	touch
3—Sleeping Poison	1 dose	24 hr	self
4—Potion I	1 dose	24 hr	self
5—Luck Charm I	1 charm	24 hr/lvl	self
6—Potion II	1 dose	24 hr	self
7—Guardian Charm I	1 charm	24 hr/lvl	self
8—Changeling Charm I	1 charm	24 hr/lvl	self
9—Luck Charm II	1 charm	24 hr/lvl	self
10—Flying Potion	1 dose	24 hr	self
11—Glamoured Charm	1 charm	24 hr/lvl	self
12—Potion IV	1 dose	24 hr	self
13—Guardian Charm II	1 charm	24 hr/lvl	self
14—Potion V	1 dose	24 hr	self
15—Neutralize Curse Potion	1 dose	24 hr	self
16—Sleeping Poison II	1 dose	24 hr	self
17—Luck Charm III	1 charm	24 hr/lvl	self
18—Changeling Charm II	1 charm	24 hr/lvl	self
19—Potion VII	1 dose	24 hr	self
20—Lord Guardian Charm	1 charm	24 hr/lvl	self
25—Potion X	1 dose	24 hr	self
30—Potion XV	1 dose	24 hr	self
50—Lord Changeling Charm	1 charm	24 hr/lvl	self





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1—Enchant Cauldron (F) This spell allows the Folk Mage to prepare the cauldron in which the spells from this list will be cast. No Folk Mage may have more than one *Enchanted Cauldron* at one time, and casting this spell on a second cauldron will cause the first to lose its enchantment. The cauldron may be of almost any size that seems reasonable to the GM (in some cases, an iron tea pot might serve as a cauldron). The GM may require the Folk Mage to spend more time on this spell than is usual for first level spells, though the time involved should still be less (usually) than required for an equivalent alchemical ritual (an hour or so under the right circumstances should suffice).

2—Cauldron Lore (I) This spell allows the caster to determine the nature of any item made by this or a similar spell list (e.g. Witch base: Potion Magic, Adept base: Brewing Lore, Maleficant base: Talismans, etc.).

3—Sleeping Poison (F) This spell allows the caster to create a potion that when drunk (or added to or cooked into food) will cause one target to fall into a deep sleep, as per the spell on the Closed Essence list: Spirit Mastery.

4—Potion I (F) The caster may imbed a first level spell into a potion. Spell must be used while the potion is being brewed in the cauldron, and is completed when the amount that will serve as the 'dose' is extracted from the cauldron for final preparation. All the residue or excess left in the cauldron is discarded (it may not be used to create more potions or cauldron objects).

5—Luck Charm I (F) The caster creates a charm that provides a +5 bonus or penalty to one skill or activity (i.e., a +5 bonus to Sanity Healing Lore, or a -5 penalty to fighting goblins). The GM should keep special watch to make sure the bonus/penalty imposed is not too broad for the purposes of his campaign. The GM may wish to allow more experienced charm makers to make charms that are slightly broader in application. A bonus *Luck Charm* must be worn to be effective, except a penalty *Luck Charm* takes effect if carried on the person (held, carried in pocket or purse or backpack, etc.). A person may have no more than one effective luck charm at any given time (Fring the Fighter may

not wear a bonus charm for fighting the Dragon Limnux and a bonus charm for fighting the demon Dinux at the same time). If the player does not state which charm he is wearing, then the GM should assume that the charms have canceled each other out. If two penalty charms are active, only the strongest will have any effect.

6—Potion II (F) As *Potion I*, except the caster may imbed two spell levels in the potion.

7—Guardian Charm I (F) This spell endues a charm with protecting qualities that give the possessor a +5 bonus to either DB or RRs against a specific foe. As a rule, the stronger the foe, the more specific the protection must be to be effective (i.e., a *Guardian Charm* could protect against all kobolds, or a certain tribe of Mage-Orcs, or a specific Arcane Drake). Only one *Guardian Charm* may be worn at one time.

8—Changeling Charm I (F) This spell may be used to enchant an item that is either a 'favor' charm or a 'burden' charm. The favor 'charm' acts as a one-use item that allows the wearer to assume the humanoid, beast, or bird shape that is implanted into the item that is within 25 per cent of the caster's body weight for up

to the spell's duration. As a 'burden,' it will cause the bearer (after a set amount of time or a certain trigger) to assume the shape of the humanoid, beast, or bird (again, within 25 per cent of the caster's body weight that is implanted into the item and remain that way for the spell's duration or until a *Remove Curse* or *Remove Hex* is cast. The caster may implant any humanoid, beast, or bird form that is naturally (usually) within 25 per cent of his body weight and that he is familiar with. If the form is greater or less than 25 per cent of the wearer's body weight, then it will shrink or grow appropriately, but no more than 25 per cent, and change into an especially large or small version of the form (for example, Frederick the 100 lb. Halfling creates a burden charm that will turn Gorg the 300 lb. giant into a bear that weighs about 75 lbs., within 25 per cent of Frederick's weight. When Gorg puts on the charm, he will turn into a bear, but only shrink by 25 per cent, becoming Gorg the 225 lb. bear).

9—Luck Charm II (F) As *Luck Charm I*, except it provides a +/-10 bonus/penalty.

10—Flying Potion (F) This spell allows the caster to create a potion, that when applied to some inanimate object (of no more than approximately two square yard in area) allows that object to fly at 100'/rnd. The object will be under the direction of the caster, and may hold as many individuals as space and natural strength allow. The duration is one half hour/lvl, except all of the potion will wear off after one day. Time not spent flying does not count against the duration.

11—Glamoured Charm (F) This spell creates a cursed charm that causes the wearer/bearer to become glamoured (as the spells in the Witch Base list: *Glamours, RMCII*). The caster may change one point of reference for every five levels over ten (but no more than five points of reference may be changed). The curse will last for one day/lvl. or until a *Remove Curse* spell is cast on the wearer or the item. The curse may begin as soon as the target puts on the item, or after a preset amount of time, or after a trigger event. Once the curse is triggered, any time that the charm is not worn does not count against the duration of the curse.

12—Potion IV (F) As *Potion I*, except up to four levels of spells may be imbedded.

13—Guardian Charm II (F) As *Guardian Charm I*, except the bonus is +10.

14—Potion V (F) As *Potion I*, except up to five levels of spells may be imbedded.

15—Neutralize Curse Potion (F) This potion works as the *Remove Curse* spell on the Cleric Base list: *Repulsions*. One interesting variation (see notes above)



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would be to make this potion as an amulet whose trigger event would be the slaying of some foul creature, or the fulfillment of some such noble, or even ignoble, task.

16—Sleeping Poison II (F) As *Sleeping Potion I*, except target must sleep twice as long as usual before being awakened (GM may grant a second RR at the end of the natural sleep time). Two *Awaken* spells would be necessary to break this spell. If dissolved into food or drink, up to two individuals may be affected.

17—Luck Charm III (F) As *Luck Charm I*, except the bonus/penalty is +/-15.

18—Changeling Charm II (F) As *Changeling Charm I*, except the caster may implant a form that is within 50 per cent of his own weight. If the charm is made as a "favor," then the wearer may use it twice.

19—Potion VII (F) As *Potion I*, except the caster may imbed up to seven spell levels in a potion.

20—Lord Guardian Charm (F) As *Guardian Charm I*, except the effects are permanent (as long as the charm is worn), and the bonus is +20.

25—Potion X (F) As *Potion I*, except up to ten spell levels may be imbed into a potion.

30—Potion XV (F) As *Potion I*, except up to fifteen spell levels may be imbedded into a potion.

50—Lord Changeling Charm (F) As *Changeling Charm I*, except the effects of 'burdens' are permanent, or until *Remove Curse* or *Remove Hex* is cast on the victim. 'Favors' may be used at will and may be active as long as the wearer wants, as many times as the wearer wishes. The implanted form may be within 90 per cent of the caster's body weight. Once anyone uses a favor *Lord Changeling Charm*, he becomes 'attuned' to that form and may not use any *Changeling Charm* that would change him to any other form. If the character contracts Lycanthropy after acquiring and using a *Lord Changeling Charm*, the disease will mutate so that the were-form is at least similar to the *Changeling Charm* form. If the character is changed by a spell, voluntarily or involuntarily, to a form besides his own or his charm form, he must make an RR vs. the level of the spell to avoid taking an 'A' Physical Alteration critical whether the spell succeeds or not.



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WITCH'S FORM

FOLK MAGE BASE

	Area of Effect	Duration	Range
1—			
2—Plant Facade	self	10 min/lvl	self
3—Animal's Speech	self	10 min/lvl	self
4—Animal Facade	self	10 min/lvl	self
5—Beast's Speech	self	10 min/lvl	self
6—Change Size	self	10 min/lvl	self
7—Misfeel	self	10 min/lvl (C)	self
8—Tracks	self	10 min/lvl (C)	self
9—Change to Kind	self	10 min/lvl	self
10—Plant Form I	self	10 min/lvl	self
11—Lesser Animal Form	self	10 min/lvl	self
12—Plant's Speech	self	10 min/lvl	self
13—Plant Form II	self	10 min/lvl	self
14—Animal Form	self	10 min/lvl	self
15—Beast Form I	self	10 min/lvl	self
16—Greater Animal Form	self	10 min/lvl	self
17—Beast Form II	self	10 min/lvl	self
18—Plant Form True	self	V	self
19—Animal Form True	self	V	self
20—Beast Form True	self	V	self
25—Change Other	1 target	24 hr/lvl	touch
30—Shapechange True	self	V	self
50—Change Other True	1 target	P	touch

2—Plant Facade (F) Caster may visually appear as a one type of plant that he is familiar with; caster will retain his own size and mass and will not smell or feel like a plant.

3—Animal's Speech (I) The caster may communicate with one type of animal with which he is familiar. The caster may only glean information in terms of things the animal can sense, understand, and remember (a mockingbird may not remember that five men in swords passed very quietly below its nest without bothering it or gaining its attention in some way—and a mockingbird would not know them as "men with swords" anyway).

4—Animal Facade (F) As *Plant Facade*, except caster may appear as any one type of animal with which he is familiar.

5—Beast's Speech (I) As *Animal's Speech*, except caster may communicate with any one magical, legendary, or fabled beast of no greater than animal intelligence.

6—Change Size (F) Caster may alter his height and mass by 10 per cent/5 levels (up to 90 percent).

7—Misfeel (F) Caster may 'feel' like the shape he assumes to all detection spells.

8—Tracks (F) The caster may alter his tracks to appear as the appropriate animal tracks when using *Animal Facade*.

9—Change to Kind (F) Caster may use this spell to assume the form of any humanoid race with which he is familiar (caster must use *Change Size* in order to alter mass and height).

10—Plant Form I (F) Caster may assume the form of any plant within 50 per cent of his own mass.

11—Lesser Animal Form (F) Caster may assume the form of any animal that weighs between 5-35 lbs.

12—Plant's Speech (F) As *Animal's Speech*, except caster may communicate with plants. The caster should realize however, that in many ways the ability of plants to perceive the world is more limited than that of animals (though their memories may be longer). Plants can convey some information about their water sources, movements they have sensed, damage or alteration performed on them., and animals living on or in them (though the GM should force the players to communicate with the plant is 'plant terms'—pain, physical sensation, nourishment, etc.).

13—Plant Form II (F) As *Plant Form I*, except caster may assume the form of any plant within 75 per cent of his own mass.

14—Animal Form (F) As *Lesser Animal Form*, except caster may assume the form of any animal between 35-100 lbs.

15—Beast Form I (F) As *Lesser Animal Form*, except the caster may assume the form of a magical, legendary, or fabled beast that is within 50 per cent of his own mass.

16—Greater Animal Form (F) As *Lesser Animal Form*, except caster may assume the form of an animal weighing between 100-250 lbs.

17—Beast Form II (F) As *Beast Form I*, except caster may assume a form within 75 per cent of his own mass.

18—Plant Form True (F) As *Plant Form II*, except caster may remain in the plant form for as long as he wishes (he should set some type of trigger or amount of time before entering the plant form, sense his ability to measure time would be impeded). Note: Characters do not age while in plant form though the plant form itself will age, and if it dies of natural causes (e.g. winter) the character will die with it. Many Folk

Mages use this spell to prolong their lives, (turning into a tree for ten years or so). The GM may wish to lay some appropriate curse on anyone who fells a tree or other plant that is actually a Folk Mage (especially if the Folk Mage was notably good or evil).

19—Animal Form True (F) As *Animal Form*, except the caster may assume any animal shape between 5-350 lbs., remaining in that shape for as long as he likes.

20—Beast Form True (F) As *Beast Form II*, except caster may remain in beast shape for as long as he likes.

25—Change Other (F) Caster may change one target into any form of humanoid, plant, animal, or beast within 50 per cent of the target's body weight.

30—Witch Form True (F) Caster may change himself into any plant, animal, humanoid, or beast within 90 per cent of his own body weight and remain in that form for as long as he chooses.

50—Change Other True (F) As *Change Other*, except effect lasts until removed with *Remove Curse* or *Remove Hex*.

WITCH'S HEALING LAW

FOLK MAGE BASE

Note: The spells on this list may be used on humanoids and animals alike. The GM should decide whether it will work on more esoteric creatures (dragons, etc.).

	Area of Effect	Duration	Range
1—Clotting III	1 target	P	touch
2—Witch's Touch I	1 target	P	touch
3—Heal Burn/Frostbite I	1 target	P	touch
4—Heal Minor Fracture	1 target	P	touch
5—Cut Repair I	1 target	P	touch
6—Remove Stun	1 target	P	touch
7—Heal Major Fracture	1 target	P	touch
8—Resist Poison/Disease	1 target	P	touch
9—Cut Repair True	1 target	P	touch
10—Awaken	1 target	P	touch
11—Cure Disease	1 target	P	touch
12—Heal Burn/Frostbite II	1 target	P	touch
13—Tissue Repair	1 target	P	touch
14—Heal Fracture True	1 target	P	touch
15—Neutralize Disease	1 target	P	touch
16—Witch's Touch True	1 target	P	touch
17—			
18—Heal Burn/Frostbite III	1 target	P	touch
19—			
20—Remove Stun True	1 target	P	touch
25—Regenerate	1 target	P	touch
30—Purify Body	1 target	P	touch
50—Witch's Healing True	1 target	P	touch

1—Clotting III (H) Caster may stop one wound from bleeding up to 3 hits/rnd. The target must not move at more than a walking pace for the next hour or the wound will reopen.

2—Witch's Touch (H) Caster may heal 1 hit of damage for every round he concentrates.

3—Heal Burn/Frostbite I (H) Caster may heal one area of burn or frostbite.

4—Heal Minor Fracture (H) Caster may heal one simple fracture. Compound fractures and shattered bones will not be affected by this spell.

5—Cut Repair I (H) Caster may stop one wound from bleeding 1 hit/rnd. Wound is closed and will not reopen.

6—Remove Stun (H) Caster may remove 1 round of stun/5 levels.

7—Heal Major Fracture (H) Caster may heal any fracture short of a shattered bone.

8—Resist Poison/Disease (H) Target may make a second RR against any one disease or poison he is suffering from.





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9—Cut Repair True (H) Caster may close any one wound completely.

10—Awaken (F) Target will immediately awaken from any natural or magical sleep.

11—Cure Disease (H) Target is relieved of any one disease that afflicts him.

12—Heal Burn/Frostbite II (H) Target may heal two areas of frostbite or burn.

13—Tissue Repair (H) Target may completely repair one damaged (but not destroyed) muscle or tendon.

14—Heal Fracture True (H) Target may completely heal any damaged, even shattered, bone.

15—Neutralize Poison (H) Target is relieved of the effects of any one poison.

16—Witch's Touch True (H) Caster may heal 1 hit/lvl. each rnd for as long as the he concentrates.

18—Heal Burn/Frostbite III (H) As *Heal Burn/Frostbite I*, except three areas may be healed.

20—Remove Stun True (H) All stun the target is suffering is removed.

25—Regenerate (H) Target will regrow any one destroyed organ, tissue, bone, or limb.

30—Purify Body (H) Caster may purify any one being's body of all poisons and diseases.

50—Witch's Healing True (H) The target receives the benefit of the highest level version of each spell on the list.

WITCH'S JUSTICE

FOLK MAGE BASE

Note: Before the Folk Mage places anyone under a curse, the Folk Mage should announce the curse to the person, and perhaps include a brief explanation of why (i.e., "For all the starvation you have caused, may an ulcer burn in your bowels," or "For failing to perform the task I set for you, may your crafting skill be cursed").

	Area of Effect	Duration	Range
1—Detect Blessing/Curse	1 target	—	touch
2—Enrich/Blight Earth	1 acre/10 lvls	P	touch
3—Witch's Justice I	1 target	1 day/lvl	touch
4—Gab/Silence Curse	1 target	P	touch
5—Neutralize Curse	1 target	1 hr/lvl	touch
6—Protection I	1 target	10 min/lvl	touch
7—Resist Heat/Cold	1 target	1 hr/lvl	touch
8—Remove Curse	1 target	—	touch
9—Ulcer Curse	1 target	P	touch
10—Witch's Justice II	1 target	1 day/lvl	touch
11—Smell/Hearing/Taste Loss	1 target	P	touch
12—Neutralize Curse	1 target	1 day/lvl	touch
13—Animal/Plant Fertility	1 target/V	P	touch
14—Nightmare Curse	1 target	3 nights	touch
15—Protection II	1 target	1 hr/lvl	touch
16—Mirror Curse	1 target	1 day/5 lvl	touch
17—Beauty Curse/Blessing	1 target	—	touch
18—Witch's Justice III	1 target	1 day/lvl	touch
19—Blindness Curse	1 target	—	touch
20—Uncurse	1 target	—	touch
25—Witch's Justice IV	1 target	1 day/lvl	touch
30—Purify Area	V	P	touch
50—Witch's Justice True	1 target	P	touch

1—Detect Blessing/Curse (I) The caster may determine if the target is under a blessing or curse from this or similar lists (GM's discretion).

2—Enrich/Blight Earth (F) The caster may cause all of the land in the area of effect to become fertile or infertile. Fertile land is nutrient rich and ready for planting; nothing will grow on infertile land.

3—Witch's Justice I (F) The caster may give the recipient a bonus or penalty to a specific activity or skill (fighting goblins, performing surgery).

4—Gab/Silence Curse (F) Caster may curse the target so that he either talks at every given opportunity, or will only talk when motivated to do so.

5—Neutralize Curse (F) Caster may suspend the effects of a curse for the duration of the spell.



6—Protection I (F) Target receives a +5 bonus to his DB (defensive bonus) and RR's (resistance rolls).

7—Resist Heat/Cold (F) Target will be protected from extremes of heat (up to 200 degrees F, +20 RR's vs. heat, -20 to elemental heat/fire attacks) or cold (as low as -20 degrees F, +20 RR's vs. cold, -20 to elemental cold/ice attacks).

8—Remove Curse (F) Cancels curse if curse fails RR.

9—Ulcer Curse (F) If target eats anything but bread or dairy products, he must make an RR or be incapacitated for 1-8 hours.

10—Witch's Justice II (F) As *Witch's Justice I*, except bonus/penalty is +/-10.

11—Smell/Taste/Hearing Loss (F) Target loses either his sense of smell, taste, or hearing.

12—Neutralize Curse (F) As *Neutralize Curse* above, except for duration.

13—Animal/Plant Fertility (F) This spell either makes the plants within the area of effect (as *Enrich/Blight Earth*, above) become fully fertile or insures fertility in one target animal.

14—Nightmare Curse (F) For the duration of the spell, the target's sleep will be plagued by nightmares (possibly involving some loved or hated person or some impending event). The target will only receive rest for one quarter of the hours he is actually asleep.

15—Protection II (F) As *Protection I*, except target's bonus is +10.

16—Mirror Curse (F) For the duration of the spell, each time the target looks into a reflecting surface, he will see a horrible vision (as *Nightmare Curse*, above), and must make an RR or panic and flee the sight as quickly as possible.

17—Beauty Blessing/Curse (F) Caster may either bless the target with a +10 bonus to his appearance, or curse him so that members of the opposite sex must make an RR or pursue him and attempt to subdue him.

18—Witch's Justice III (F) As *Witch's Justice I*, except bonus/penalty is +/-15.

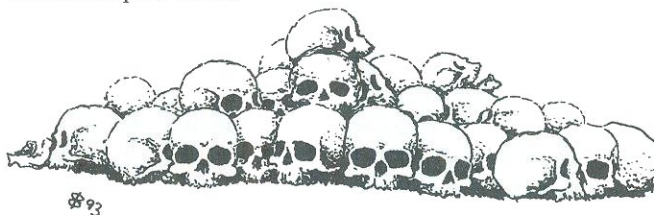
19—Blindness Curse (F) Target becomes completely blind.

20—Uncurse (F) All curses the target is under are removed.

25—Witch Justice IV (F) As *Witch's Justice IV*, except bonus/penalty is 20.

30—Purify Area (H) Either one house (or household building) one 100' square/10 levels (if outdoors) is cleaned of all poison and disease.

50—Witch's Justice True (F) As *Witch's Justice IV*, except effects are permanent.



WITCHSTAFF

FOLK MAGE BASE

Note: The successive Witchstaff spells must be cast in order on the same staff. Besides the Witchstaff spells, no other spells on list may be used on the staff at the same time (one cannot have a Witchlight on a staff currently bearing a Symbol, or a Watchful Eye and one of the Flying Staff spells). The user of this list may have only one Witchstaff at any one time (to make a new one requires that the previous one be dispelled, so if the staff is stolen and not destroyed, the caster must recover it before a new staff can be enchanted).

	Area of Effect	Duration	Range
1—Witchstaff I	1 staff	P	touch
2—			
3—Witchlight	1 witchstaff	10 min/lvl	touch
4—Symbol	1 witchstaff	V	touch
5—Recall Staff	1 witchstaff	—	50'
6—Witchstaff II	1 staff	P	touch
7—Watchful Eye	1 witchstaff	1 alarm	touch
8—Animal Staff	1 witchstaff	10 min/lvl	touch
9—			
10—Witchstaff III	1 staff	P	touch
11—Flying Staff I	1 witchstaff	10 min/lvl	touch
12—			
13—Bird Staff	1 witchstaff	10 min/lvl	touch
14—			
15—			
16—Witchstaff IV	1 staff	P	touch
17—Flying Staff II	1 witchstaff	10 min/lvl	touch
18—Beast Staff	1 witchstaff	10 min/lvl	touch
19—			
20—Witchstaff V	1 staff	P	touch
25—Changeling Staff True	1 witchstaff	- 10 min/lvl	touch
30—Flying Staff True	1 witchstaff	10 min/lvl	touch
50—Witchstaff True	1 staff	P	touch



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1—Witchstaff I (F) Allows the caster to enchant one staff to be a +1 Channeling spell adder and +5 quarterstaff. If the staff is destroyed, the caster immediately takes 50 per cent of his hits and is at -30 for 1-4 weeks.

3—Witchlight (FP) The caster may cause the tip of his own Witchstaff to glow at whatever intensity the caster desires (50'r. max).

4—Symbol (FU) Caster may store one spell in his staff for later use without preparation.

5—Recall Staff (F) Caster may call his Witchstaff to his hand from 50' away.

6—Witchstaff (F) As *Witchstaff I*, except staff will be a +2 spell adder and +10 quarterstaff.

7—Watchful Eye (FI) When this spell is cast, the caster's Witchstaff is attuned to a particular situation. When this situation occurs, the staff will mentally alert the caster (waking him from any normal sleep if necessary). The staff cannot watch an area of more than (75' r).

8—Animal Staff (F) This spell transforms the caster's Witchstaff into any animal within 50 per cent of the caster's body weight for the duration.

10—Witchstaff III (F) As *Witchstaff I*, except staff will be a +3 spell adder and a +15 quarterstaff.

11—Flying Staff I (F) Caster may use this staff to carry himself and as much weight as the staff could normally hold suspended on it at 75'/rnd. for the duration.

13—Bird Staff (F) As *Animal Staff*, except caster may transform the staff into a bird of 75 per cent of his own weight.

16—Witchstaff IV (F) As *Witchstaff I*, except staff will be a +4 spell adder and +20 quarterstaff.

17—Flying Staff II (F) As *Flying Staff I*, except staff will fly at 150'/rnd.

18—Beast Staff (F) As *Animal Staff*, except the staff will transform into a legendary or mythical creature (no true magical abilities) of 50 per cent of the caster's weight.

20—Witchstaff V (F) As *Witchstaff I*, except staff will be a +5 spell adder and +25 quarterstaff.

25—Changeling Staff True (F) As *Animal Staff*, except staff may assume the form of any animal, bird, or non-magical beast of animal intelligence within 80 per cent of the caster's weight.

30—Flying Staff True (F) As *Flying Staff I*, except staff will fly at 300'/rnd. and carry twice the amount of weight.

50—Witchstaff True (F) As *Witchstaff I*, except staff will be a +7 spell adder and +35 quarterstaff.

Richard Ruane



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REPAIRS

PSION: FIELD OF VISION

	Area of Effect	Duration	Range
1—Identify *	self	—	touch
2—Operate *	self	1 min/lvl	self
3—Tool Use	self	10 min/lvl	self
4—Concentration *	self	—	self
5—Determine Operation	self	—	self
6—Reference Sort	self	8 hr/lvl	self
7—Concentration II *	self	—	self
8—Use Damaged Equipment I	self	1 min/lvl	self
9—Enhance I	1 target	1 rnd/lvl	touch
10—Determine Operation III	self	—	self
11—Power Device	1 device	1 rnd/lvl	touch
12—Concentration III *	self	—	self
13—Repair	1 device	—	touch
14—Use Damaged Equipment II	self	1 min/lvl	self
15—Determine Operation True	self	—	self
16—Reference Sort True	self	—	self
17—Enhance II	1 device	1 rnd/lvl	touch
18—			
19—			
20—Diagnosis	self	—	self
25—Human Conduit	self	C	touch
30—Reduction	self	—	self
40—Enhancement	1 device	—	touch
50—Master Technician True	self	1 hr/lvl	self
100—Portable Shipyard	1 device	—	self

1—Identify (I*) Caster receives +5/level to determine function of a single device or system. This psion must be cast and a successful determination made (i.e., a total roll after bonuses of 101+) before most of the following psions can be used. The GM may wish to assign a familiarity bonus/penalty as the situation warrants.

2—Operate (I*) Caster gains +5/power point (over the two required to cast this psion) on all operation rolls for *Identified* devices or systems (max added bonus:

+50). Caster must have a skill bonus of +20 on the device or a similar device.

3—Tool Use (F) Caster gains +1/level when using any tool kit. This could make a set of substandard tools usable. *Identify* psion not required.

4—Concentration (U*) Adds +10 to any repair, operation, or construction roll.

5—Determine Operation (I) Although this psion does not bestow any bonuses on the caster, the GM may feel that this psion may be useful for alterations to existing equipment (by reducing the difficulty of a research project, for example). Caster gains a thorough understanding of any one aspect (power system, hydraulics, electrical, etc.) of an *Identified* device or system. Caster also learns how many aspects there are to a device or system.

6—Reference Sort (U) Allows caster to quickly sort through technical/research reference programs. Subtracts 2%/level from time required for any repair/construction time.

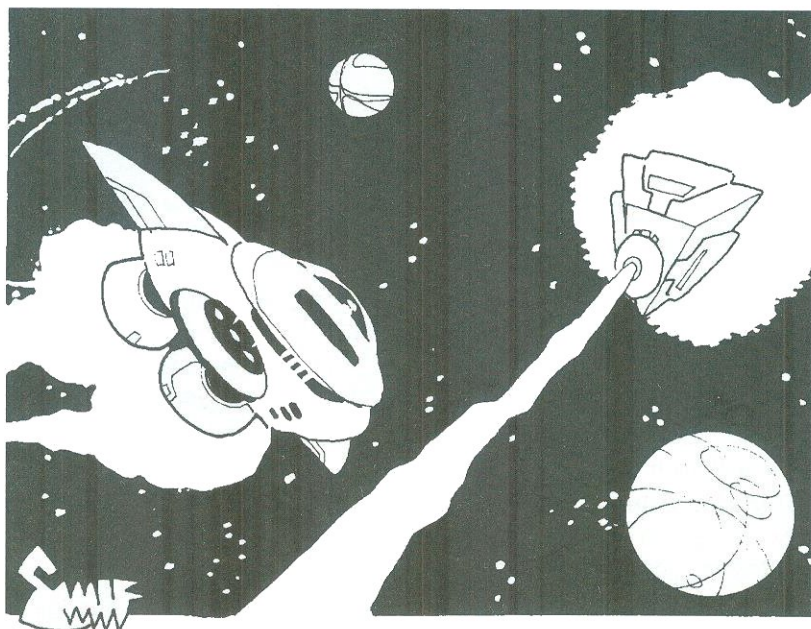
7—Concentration II (U*) Adds +20 to any repair, operation, or construction roll.

8—Use Damaged Equipment I (F) Allows caster to operate damaged equipment. Equipment can be all but totally destroyed (-50). Adds +5/level of caster. This psion does not bestow a bonus beyond that originally possessed by the equipment.

9—Enhance I (F) Allows caster to enhance an item in one of the following ways:

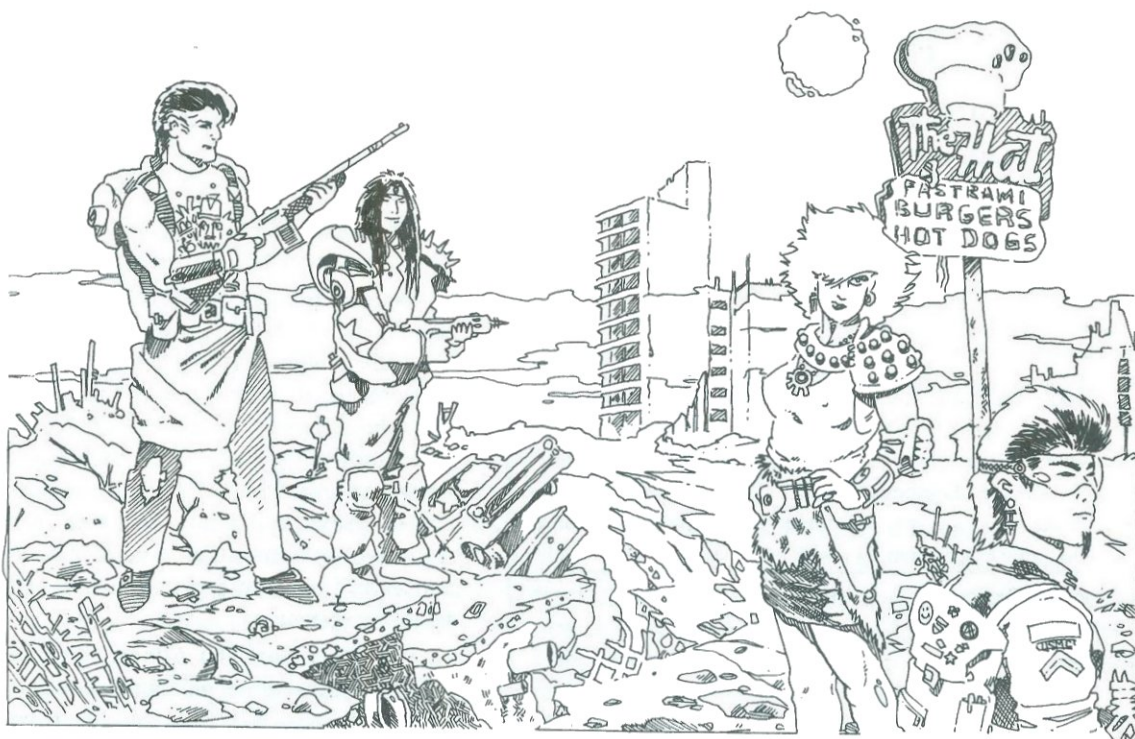


Space Master





Space Master



increase range by 100%, or increase Mk# by 1, or reduce failure range by 1 (to a minimum of 1).

10—Determine Operation III (I) As *Determine Operation I*, except 3 aspects are learned.

11—Power Device (F) As *Human Battery True* on Mind Into Energy, except range is touch.

12—Concentration III (U*) Adds +30 to any repair, operation, or construction roll.

13—Repair (U) Allows caster to repair a device or system as if it were damaged 1 severity less than indicated per 5 levels of the caster (minimum Routine). Duration is for the time of repair.

14—Use Damaged Equipment II (F) As above, except equipment may be at -75.

15—Determine Operaton True (I) As above, except all aspects are known.

16—Reference Sort True (U) As above, except time is halved. Duration is the time for the repair/construction.

17—Enhance II (F) Allows caster to enhance an item in one of the following ways: increase Range by 200%, or increase Mk# by 2, or reduce fail range by 2 (to a minimum of 1).

20—Diagnosis (I) Caster instantly knows what is wrong with a known device or system, yielding a +50 bonus in making repairs.

25—Human Conduit (F) Caster reroutes/bypasses/ignores damage. 25 pts-Moderate damage bypassed, 30 pts: Severe, 35 pts: Very Severe, 40 pts: Extremely

Severe. This psion is effective for all cases except where systems/equipment are destroyed.

30—Reduction (U) Allows caster to utilize the research and construction chart at a bonus to reduce the size of the item by one step (i.e., squeeze a Mk# 5 Laser Pistol into a Mk# 4 frame). After all appropriate lower level psions are cast, this psion is cast and caster gains a +50 bonus in the necessary research/scientific/technical skills to assist him in the research/construction rolls. The caster must have a mint or near-mint condition item to work with. **Note:** This psion does not bestow "creative" powers on the caster, only a keen sense of mechanical aptitude. This psion may be repeatedly cast until, ultimately, the Mk. 5 Laser Pistol looks like a Mk. 1. The GM is advised to keep this in check.

40—Enhancement (U) As *Reduction*, except instead of reducing the size, it allows the caster to enhance the Item (i.e., turn a Mk. 5 Laser Pistol into a Mk. 6 Pistol) without changing the size of the item. **Note:** The GM is advised to keep this in check as it could turn the small arms business upside down by allowing Mk. 10's to look like Mk. 1's.

50—Master Technician True (U) Caster may cast all psions on this list at will.

100—Portable Shipyard (U) Caster is able to look at item and it repairs itself in one round. "You say the Hyperdrive engine jus' fell through the hull? Lemme get some tape an' a box of toothpicks and I'll be right down."

"66 'E' Slash!"

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Block foe's weapon arm away and then sever it. Foe drops immediately and expires in 12 rounds. Good shot!

+12H -(+10)

Foe tries to disarm you and makes a nasty cut to his forearm.

Slash tendons and crush the bones in foe's shield arm shoulder. Arm is useless.

4★ -2♦

Slash foe's lower leg and sever muscle and tendons. Foe will fall without something to lean against.

+8H -6★ -(70)

Foe reaches out to block your blow. You sever two fingers and break his shield arm making it useless.

+12H -3

Sever opponent's hand. Sad. Foe is down and in shock for 12 rounds, then dies.

+5H -12★⊗

Meat chopping strike severs foe's leg. Foe drops and lapses into unconsciousness. Foe dies in 9 rounds.

+15H -(



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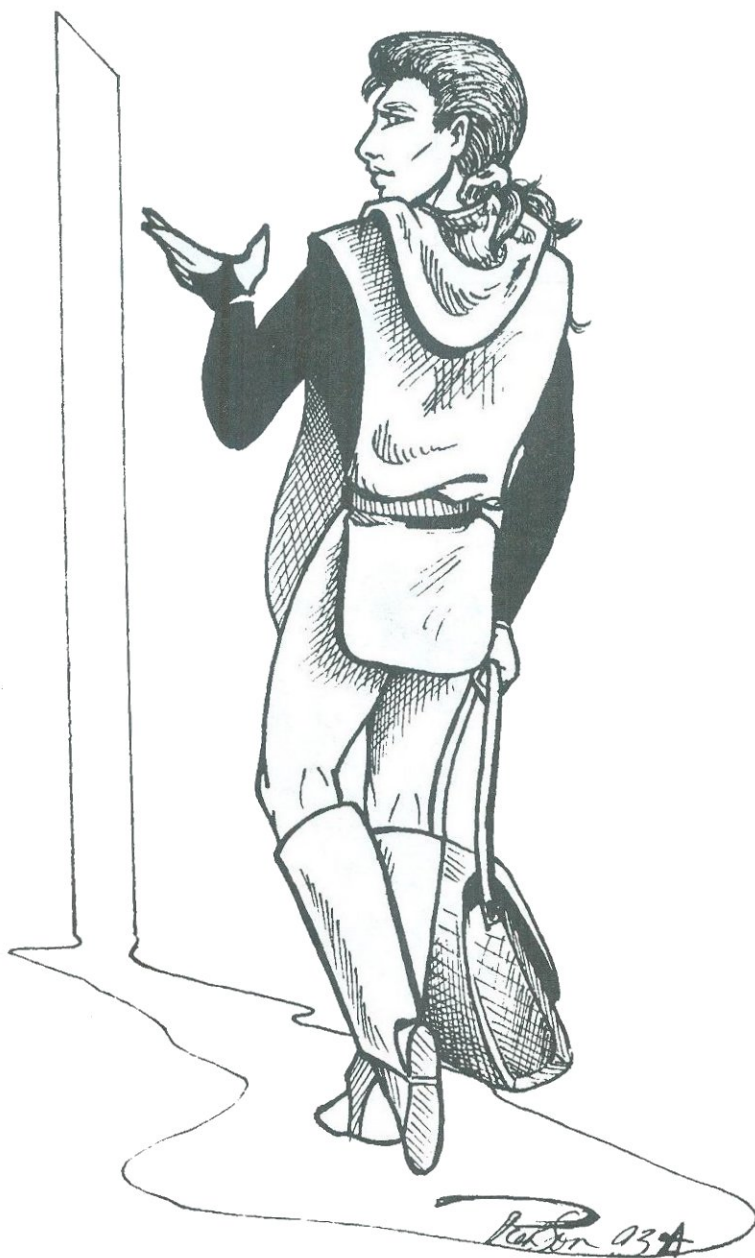


PERSPECTIVES ON THE NATURE AND HAZARDS OF
MAGIC IN 

*"Still round the
corner there
may wait
A new road or
secret gate..."*
—J.R.R. Tolkien

Just as a myriad of Fantasy Role Playing games exist, an equally diverse set of reasons can be found as to why people wish to play certain systems over others. When it comes to Middle-earth Role Playing, one of the attractions is undoubtedly the idea of "entering" Tolkien's world and taking part in the fascinating history of Endor. Not only is Middle-earth complete with a vivid background and detailed settings, it has an atmosphere all its own in fantasy literature. Perhaps nothing illustrates this concept more clearly than the unique nature of magic in Middle-earth. For those GMs who wish not only to recreate the geography, history and people of Middle-earth, but also this unusual outlook on magic, the following guidelines may provide some useful concepts from which to start. This information should be used in place of the rules given in the *Middle-earth Role Playing* Second Edition guidelines on pages 70-73 and 264. Remember, however, that these ideas are designed to serve as guidelines and not detailed rules. GMs are left to determine how these principles should be applied to their campaign.

To aid in illustrating the basic premise behind this article, that magic in Middle-earth is unique among FRP worlds, we begin with a passage that presents many of the ideas discussed here.



But though [the Fellowship] had brought wood and kindlings by the advice of Boromir, it passed the skill of Elf or even Dwarf to strike a flame that would hold amid the swirling wind or catch in the wet fuel. At last reluctantly Gandalf himself took a hand. Picking up a faggot he held it aloft for a moment, and then with a word of command, naur an edraith ammen!, he thrust the end of his staff into the midst of it. At once a great spout of green and blue flame sprang out, and the wood flared and sputtered.

'If there are any to see, then I at least am revealed to them,' he said. 'I have written Gandalf is here in signs that all can read from Rivendell to the Mouths of Anduin.' (LotR I, p. 380)

Magic in Middle-earth, as clearly shown here, is a scarce and mysterious thing. Use of this power, even for such simple acts as lighting a fire is never a trivial matter. If someone as masterful as an Istar hesitates to use his power, then lesser spellcasters should certainly feel this great need for restraint. One clear reason to withhold the overt use of magic, as the passage shows, is that other spell users are likely to discover the caster's presence. But another perhaps more subtle reason for restraint is that excessive use of power is not in keeping with the grand designs of Ilúvatar. Gandalf, in accordance with the desires of Eru, rarely chose to wield his full strength against his foes, and preferred to inspire others to rise up against evil. He and the other Istari were not sent to Middle-earth to overcome Sauron by force, so their use of magic was highly limited. This theme of constraining the use of power and allowing events to take a more natural course prevails throughout the history of Middle-earth, and is never more true than with magical abilities. Though spellcasting PCs will not have the impending responsibility of an Istar, they will risk turning down a path of evil if their power is used too often to further their own ends. The Dark Lord, Saruman and the Mouth of Sauron are all individuals who succumbed to these selfish desires, and each came to rely on their magical power to dominate others and serve themselves. But other spellcasters, such as Gandalf, Galadriel and Elrond, were wise in their use of magic and principally put forth their power in more subtle ways most often for the benefit of others. Of course at times, such as during the battle with the Balrog of Moria, Gandalf was forced to use his full power. But these mighty displays of wizardry were always reserved for moments of great need and were seldom sought out.

Furthermore, magic in Middle-earth is at the same time both dynamic and simple. Endor's magic is dynamic because most influential spellcasters are not

merely learned people who have acquired magical skills. They are beings of a supernatural or immortal nature. Gandalf and Saruman are not wise, old men well practiced in the arts of wizardry. They are Maiar from the immortal land of Aman, sent to Middle-earth by Manwë, Lord of the Valar. Similarly, Elrond and Galadriel are great leaders of the Noldor, who have lived thousands of years accumulating their unmatched skills and vast knowledge. But perhaps the clearest example of all is Sauron himself, who is not simply an evil sorcerer who has used his powers to gain dominion over others. He is the legacy of the incarnation of Evil itself. The presence of these individuals and others creates a core of magic practitioners with power far beyond the reach of mortal men.

But, even with all these substantial individuals present, magic in Middle-earth remains a simple, albeit powerful force. Many spells or other enchantments quite common in other FRP worlds are rare and often far more effective in Middle-earth. Take for instance the One Ring's power of invisibility. Leaving aside the Ring's other enchantments, the power of making the wearer invisible was considered to be extraordinary. This ability allowed Bilbo to accomplish great deeds that would otherwise have been impossible. Another example of this idea is the power of flight. Even Gandalf, imprisoned in the high reaches of Orthanc, needed the assistance of a Great Eagle to fly from his jail. If the power of magical flight is denied to Gandalf, then it must be a rare power indeed. One last instance helps illustrate this theme of simple yet powerful magic. This example concerns the magic of scrying, or using some device to view far distant places. Somewhat common in many FRP systems, scrying magic is another power both rare and substantial in Middle-earth. The Palantíri are among Gondor's greatest possessions, and Sauron's acquisition of one of these orbs had a monumental affect on his ability to gather information and exert his will across Middle-earth. These examples combined with the potency of Endor's greatest spellcasters illustrate the often basic yet powerful nature of magic in Middle-earth.

SPELL USE IN MIDDLE-EARTH

In keeping with this unique magical nature, PCs who are pure spellcasters should be considered rare and unusual individuals. Of course, they need not be Maiar or even Lords of the Noldor, because, as the existence of the Mouth of Sauron demonstrates, even mortal men can become skilled in the use of magic. But these individuals will in most instances have an usual background that has allowed them the opportunity to learn magic skills that are unavailable to most people. The Mouth of Sauron, for example, was a





"But when a mortal embarks on a spell-using career, many dangers are present that create great hazards for him."

Black Númenórean who fell under the influence of the Dark Lord early in his life, and learned secrets of magic known only to a few. Other examples of this idea are individuals who live in communities that are particularly attuned to some aspect of Middle-earth. For instance, the Woodmen of Mirkwood, who have lived for many generations in close connection with the forest, might have members of their society that can make use of magic spells related to this terrain, such as the spell lists "Nature's Movement", "Nature's Lore", or "Plant Mastery". The general idea is that some clear reason should exist that allows the individual the chance to learn these rare skills.

But when a mortal embarks on a spell-using career, many dangers are present that create great hazards for him. Again, the Mouth of Sauron was a clear example of this idea. Though he was a mortal Man who far exceeded the abilities of his peers, he gave in to his desires for greater power and knowledge and in the end became a servant of Darkness. To avoid the fate of the Mouth, a PC spellcaster must restrain his use of magic, and endeavor to assist others more than himself, lest the temptations of personal power overcome him.

In order to simulate these temptations, a GM should often quietly remind players who control spellcasters of the possibilities of their character's power and how acquisition of powerful items and greater knowledge could raise their status far above that of their companions. If a PC shows that he is withholding the use of spells, subtly point out how much easier some tasks might be by using his magic. Always make spellcasters aware of the potential power and influence that is theirs for the taking. This last idea can be accomplished by expounding the prowess of famous spellcasters such as Saruman and Gandalf. The GM can remind the PC that he is not so different from the Istari that he could not become nearly as influential. The goal of these suggestions is to create an atmosphere where the temptations to exert greater magical force are not only determined by the role playing skills of the players, but are actual temptations felt by the players themselves.

The GM should understand that excessive use of magic is not in itself evil or corrupting. But when a PC spellcaster overexerts his own influence in Middle-earth through magic, he will create the possibility of alienating himself from more reserved spellcasters, as well as open the opportunity for evil powers to attempt to draw the PC into their fold. These persuasive techniques will be similar to Saruman's two attempts to bring Gandalf over to his way of thinking. In truth, the basis for evil in magic use, as in most aspects of Middle-earth, is that it increases the likelihood that the user will act with selfish motives. As the

histories of Morgoth and Sauron vividly illustrate, behaving in a self-centered manner is the source of all evil in Arda.

The more practical reason for restraint in magic use concerns the idea of other spellcasters sensing a PC's power. Whenever magic of any kind is used in Middle-earth, emanations of that power are sent out across the land, something akin to ripples in a lake. Any individual who is particularly attuned to magical energy, such as a powerful spellcaster, has a chance of sensing such a disturbance in the magical fabric of the world. In order to determine the outcome of any use of spells or spell-like powers the Magical Emanations Table and Spellcasting Detection Table can be used.

The Magical Emanations Table is used to determine the radius of magical emanations given off by any particular spell or spell-like power. As can be seen on the table, this area increases as the spell level goes up. Whenever a PC casts a spell or uses an enchanted item with similar powers, the GM should determine if any individuals are present within the area that could potentially detect this magic use. The GM can make use of the map of northwestern Middle-earth found on p. 265 of the Middle-earth Role Playing Second Edition guidelines, which shows the locations of many of these individuals. If the leader of a particular community does not himself have great magical abilities, that does not mean that several people who serve that leader do not. An example of this idea is King Thranduil of Mirkwood. Though he is a Warrior with only limited spellcasting abilities, it can be assumed that some followers of the King will have exceptional magical prowess. These people will certainly inform their leader of any magic disturbance. Note that many of these determinations can be made prior to most playing sessions in order to avoid slowing the game.

After the area of effect and the detecting individuals are determined, the GM can refer to the Spellcasting Detection Table to determine the outcome of the spell use. A percentile roll is made each time a spell or spell-like power is used, and these rolls are modified by the factors given at the bottom of the table. The explanations for the various parts of the table are as follows:

Level of Sensing Individual: The numbers along the top of this section indicate the column to be used for the percentile roll, based on the level of the person detecting the spell or spell-like power.

Modifiers to the Sensing Roll: This section is used to determine the modifications to the percentile roll. Note that with the Spell Level and the Caster's Level the chance of discovery increases as these levels go up. In addition, the Area Type is divided into two categories: population and degree of magical activ-

ity. The greater the population, the larger the risk, because these areas are watched more closely. The inverse is true of the magical activity in an area. If a large amount of magic is used in an area, such as in an Elven community, then the chances of discovery are lessened due to the masking this other magic provides. In an area of particularly low magical activity, such as barren wilderness or the Shire, the risks become greater, because any magic used is very noticeable.

Result of Spellcasting: the first sentence explains what has been sensed (i.e. that a spell has been cast, the general direction from which the power emanated, the approximate distance to the spellcasting, etc.). Note that the exact spell that was cast is not sensed, only the level of the spell.

The second sentence, far less definitive than the first, gives the general reaction of the individual who senses the spell. This information is presented in the most basic form possible and should always be modified by the GM to fit the exact circumstances. For example, the race or species of the servants sent out should fit the situation, and the reaction given should never create a situation that would be disadvantageous to the detector. If the result is incompatible with the general attitudes of the detecting individual it should be altered or ignored.

The third sentence gives a modification for the next spell cast in the same general area. Note that if a great deal of time has elapsed (a few days) this modification can be ignored.

MAGIC ITEMS IN MIDDLE-EARTH

Closely related to the ideas above are the magic items of Middle-earth. Like the spellcasters themselves, the enchanted items of Endor are somewhat rare and often very potent. Adventuring groups should not in most instances possess a great many magic items without causing significant (and often dangerous) attention to be drawn to themselves. The reason for this attention is twofold. First, as with spellcasting, the use of magic items that duplicate spell affects will have a chance of drawing attention to the user as if he or she cast that spell. Secondly, magic items such as enchanted weaponry or armor will tend to stand out in most settings. After all a warrior striding into Bree or even a place like Minas Tirith wearing shining mithral mail and a gleaming magic sword will hardly blend in with the commoners. Spies of the Dark Lord or other evil powers will be sure to take notice.

This idea does not mean that a party of adventurers should be prevented from obtaining magical items, but that the use and display of these treasures must be done with great care and restraint, just as the use of

spellcasting must be controlled. It is suggested that the GM usually let the PCs discover these potential hazards for themselves.

Perhaps the best example of this idea can be seen with Aragorn early in *The Lord of the Rings*. Though this Chieftain of the Rangers of the North is one of Middle-earth's most formidable individuals, possessing several items of power as well as substantial spellcasting abilities, he presents himself as a rough looking vagabond, and rarely openly displays his full power. Though the average PC can never hope to attain the status of Aragorn, the same discreet lifestyle can often prolong the career of any adventurer, as well as make that character a more believable part of Middle-earth.

GMs should be aware that the possession of extremely potent forms of magic, such as a Lesser Ring of Power or a particularly famous enchanted sword, can potentially upset the balance of play by either giving the PCs too much power and influence, making the game less challenging, or by creating a situation that the evil powers of the world can not possibly ignore. In the latter case the PCs would be hunted down much as Frodo and his companions were in their journey from the Shire to Rivendell. Of course, the nine Nazgûl would probably not be sent out after the party, but other nearly as ominous foes could be allotted this task. In keeping with this idea, it is suggested that few if any truly powerful items be obtainable by PCs. After all, when powerful items changed hands in *The Lord of the Rings* and *The Hobbit*, such as when Bilbo found the One Ring or when Galadriel gave the Elessar to Aragorn, the history of Middle-earth itself was affected. Only if a GM is prepared to cope with these hazards should such items be obtainable by PCs.

MAGIC AND THE RACES OF MIDDLE-EARTH

Magic in Middle-earth is viewed by the more common inhabitants as a wondrous and inexplicable thing that is more akin to the Undying Lands than Endor. Or, as in the case of evil sorcery, the Free Peoples see magic as a dark and mysterious power, best avoided at all costs. In both instances magic is never viewed as a common part of every day life. In most communities those visitors who are known to use magic will at best be viewed with suspicion.

This general description applies to Endor as a whole, but further explanation of how each race of Middle-earth fits into this scheme can also be useful. The following information can help a GM determine the reactions of a given society to spellcasters and other magic, and in deciding the likelihood of finding users of magic in a given community. All of the races





are followed by a brief description, except Elves, who have a special relationship to the magic of Middle-earth and require more detailed information.

Men. Men distrust magic and its practitioners more so than most races of Middle-earth. This idea is in part due to the fact that magic is more foreign to humans than any other race (except Hobbits), and that Morgoth in the First Age and Sauron in the Second Age have shown Men that sorcery is a tool of Darkness. Very few spellcasters will be found among these people, though all types of magic users can potentially exist. Because the races of Men vary to a great degree, some exceptions to this idea are present, such as the Dúnedain and the Black Númenóreans. These races, being descendants of Númenor, are more knowledgeable about magic and therefore fear it less than most Men. Several other examples can be found as well, but in most of these communities some connection to magic will be present, such as living in close proximity to Elves.

Hobbits. Of all the races of Middle-earth, Hobbits avoid magic and spellcasters the most. This attitude exists to a large degree for the same reasons that Men dislike the use of magic. But with Hobbits this feeling is even stronger, because their quiet and peaceful lifestyle does not mix well with Wizards and Mages, and Hobbits avoid circumstances that could lead to adventurous activity. For these reasons, no Hobbit spellcasters of any type will be found in Middle-earth.

Dwarves. As with the races of Men and Hobbits, magic is in most ways foreign to Dwarves. The only class of pure spellcaster found among this race are Animists. The one important exception is in the creation of enchanted items. Because Dwarves were made from the very stone foundations of Endor, they have a close affinity to the many magical ores and minerals found within the earth. The Dwarves were created by Aulë, the Smith of the Valar, and gained from their maker an unquenchable lust for creating great works with their hands. These two attributes give Dwarves not only superior ability at forging and metallurgy, but also the knowledge of how to better enhance the natural enchantments of the materials used. Therefore, mithril mail made by a Dwarf, for example, will exceed the quality of similar armor made by a Man. This difference of quality is due to both the Dwarf's physical skills and his natural knowledge of how to bring out the enchantment of the ore. Note that this ability does not necessarily involve actual spellcasting.

Orcs and Trolls. Members of these two races, including Uruk-hai, Olog-hai, Pertereg and Half-orcs, are not typically inclined toward learning the arts of spellcasting or magic item creation. Most individuals do not possess the mental capacity for

TABLE OF MAGICAL EMANATIONS

Level of Spell	Radius of Emanations
1st-2nd	N/A
3rd-4th	1/2 mile
5th-6th	2 miles
7th-8th	5 miles
9th-10th	10 miles
11th-12th	25 miles
13th-15th	50 miles
20th	100 miles
25th	125 miles
30th	150 miles
50th	200 miles

magic-using professions in the first place. Unlike the races described previously, Orcs and Trolls have been dominated by powerful spellcasters for much of their history. They have become somewhat accustomed to the use of magic, even though most Orcs and Trolls cannot themselves make great use of it. Though Mages are extremely rare, Animists can occasionally be found among these races.

ELVEN MAGIC

By far the most unique aspect of magic in Middle-earth is the power which is exhibited by the Elves. Though by the Third Age Elven culture in Endor is dramatically waning, the Elves' natural abilities and great skills are still unrivaled by any other people. Much of this power, though viewed as magic by the other races, comes naturally to all Elves, both Eldar and Avari, and is due to the position the Quendi hold as the Firstborn of Ilúvatar.

All the races of Elves have a close affinity to the elements and natural forces of Arda, but at the same time they exhibit a mysterious immunity to these powers. One natural force by which the Quendi are little effected is time. Unlike any other race of Endor, Elves are immortal and rarely show signs of aging, only tiring of Middle-earth after many long centuries. Other forces which seem to affect Elves less than others are heat and cold, for they can endure these extremes far easier than the other races of Middle-earth. Similarly, darkness hinders the Quendi little. They can see on a moonlit night as a man sees on a sunny day and their sight during daylight hours is far superior to that of a man.

Perhaps the strangest resistance to natural forces shown by the Elves is their perceived levity. Though a true understanding of this characteristic is known only to the Quendi, Men see this trait as enabling the Elves to walk on air. This ability is clearly shown when Elves travel silently through a forest without leaving any trace of their passing. Another illustration

of this power is shown by Legolas when he demonstrated his ability to walk across the snow on Caradhras without plunging through the surface. All of these traits and powers are used by the Elves in the same way a man might use his ability to speak, and they seem no more magical to Elves than talking is to a human. But these abilities are regarded by the other races of Endor as strange and inexplicable elements of Elven Magic.

Other aspects of the Elves' magical nature are not found in all Quendi and are instead related to the Eldar's close ties to Aman. These powers had two sources. The first was being in the presence of the Two Trees, and the second was living among the Valar themselves. The Noldor who returned to Middle-earth were said to have had the light of the Two Trees shining from their faces, and this affected the Deep Elves in no small way. They tended to be wiser and far more knowledgeable than the Moriquendi. The Noldor had learned great skills from Aulë and the other Valar during their time in Aman.

The power gained by the Noldor is chiefly exhibited in their ability to fashion items of unsurpassable quality as well as great works of power.

But these enhanced characteristics of Elven nature are not restricted to the Noldor. To a lesser degree these same traits were also gained by the Sindar. Though the Elves of Doriath and their descendants never saw the light of the Two Trees nor lived among the Valar, they did dwell in the presence of Melian (a Maia) and Thingol, both of whom, like the Noldor, had the light of Valinor shining from their eyes. The presence of these two individuals gave the Sindar a wisdom and inner light very similar to the Noldor, even though less pronounced.

ELVEN CREATIONS

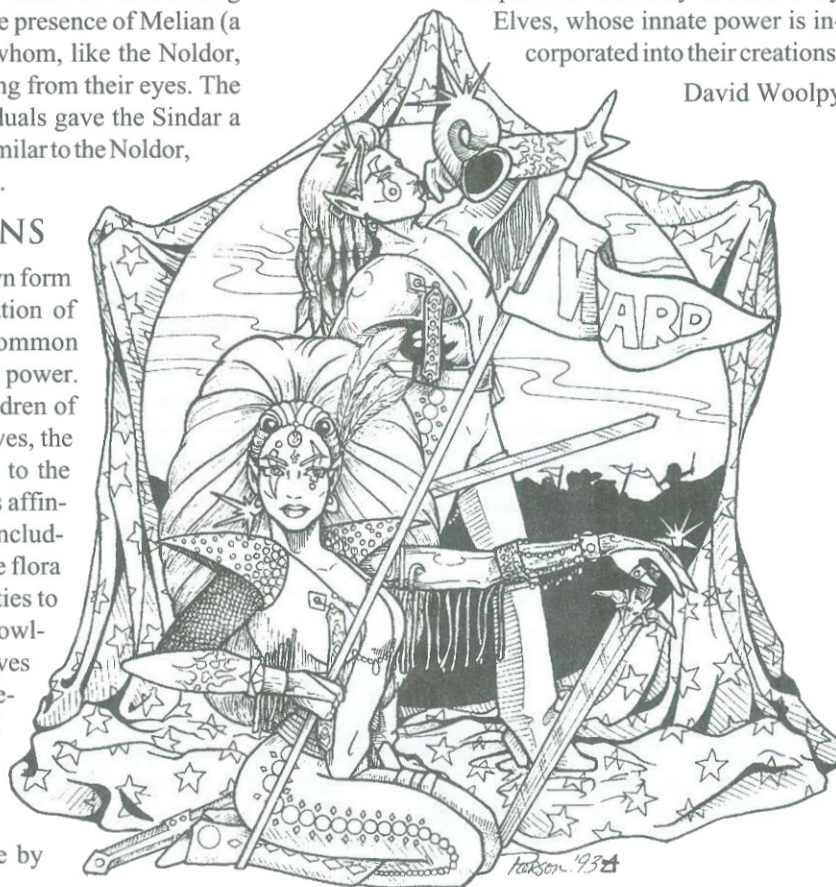
Perhaps the most well known form of Elven magic is their creation of enchanted articles, both common things and talismans of great power. The Elves are called the Children of the Earth, and, like the Dwarves, the Quendi have a close affinity to the land. Unlike the Naugrim this affinity encompasses all of Arda, including each element as well as the flora and fauna. Due to their close ties to nature as well as their great knowledge and craftsmanship, the Elves are able to fashion things beyond the skill of Men and Dwarves.

Many powerful creations that required great lore and skillful technique were made by

the Elves throughout their years in Endor. These enchanted items, such as the Rings of Power, the Mirror of Galadriel and the Elessar, were unrivaled in their potency and influence. But magic items such as these were rare even for the Eldar, and required the maker to use unmatched forging skills as well as powerful enchantments.

More mysterious to the other races of Middle-earth, however, are the lesser, almost common goods which the Elves produce. These items are more mystical to the other races because at first they seem to be nothing more than well-made, but otherwise ordinary things. Upon making use of these items, their truly enchanted nature is revealed. One good example of these sorts of Elven goods is the equipment the Fellowship of the Ring received upon leaving Lórien. The Elven cloaks, the rope, and even the Waybread exhibited the Quendi's ability to make ordinary items in a most extraordinary manner. The cloaks concealed the wearers almost as if they were invisible. The Elven rope could untie itself at the wish of the owner, and the lembas had a renewing quality and was able to sustain a traveler for many days with no other source of food. Unlike the powerful talismans these items are not seen as magical to Elves, and no great spell craft is required in their making. The 'magic' of these more common items comes from the simple fact that they are made by Elves, whose innate power is incorporated into their creations.

David Woolpy





SPELLCASTING DETECTION TABLE

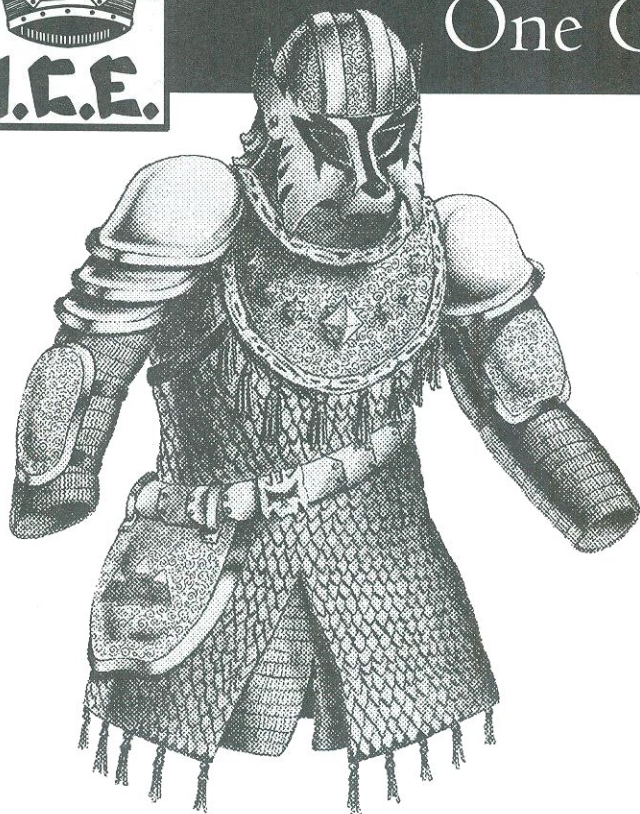
LEVEL OF SENSING INDIVIDUAL					RESULT OF SPELL CASTING
10-12	13-15	16-18	19-20	20+	
01-35	01-20	01-15	01-10	01-05	Spell goes unnoticed.
36-50	21-30	16-25	11-15	06-10	Spell is sensed, but ignored. +5 on this table for next spell cast in this area.
51-60	31-40	26-35	16-20	11-15	Spell is sensed. The senser becomes wary. +10 on this table for next spell cast in this area.
61-75	41-55	36-45	21-25	16-20	Spell is sensed, but location & distance unknown. Spies sent to locate & report on movements of caster. +10 on this table for next spell cast in this area.
76-85	56-75	46-60	26-35	21-25	Spell & general direction of caster are sensed. Spies sent to find, hinder, & report on movements of caster. +15 on this table for next spell cast in this area.
86-90	76-85	61-75	36-45	26-30	Spell & general direction of caster are sensed. Minor minions sent to find & capture caster. +15 on this table for next spell cast in this area.
91-95	86-90	76-85	46-50	31-40	Spell, direction, & distance are sensed. Minor minions sent to capture caster. +20 on this table for next spell cast in this area.
96-99	91-95	86-90	51-65	41-55	Spell, direction, & distance are sensed. Med. level minions sent to capture or slay caster. +20 on this table for next spell cast in this area.
100	96-99	91-95	66-75	56-70	Spell & exact location of caster are sensed. Med. level minions sent to capture or slay caster. +25 on this table for next spell cast in this area.
—	100	96-99	75-85	71-80	Spell & exact location of caster are sensed. High level minions sent to capture or slay caster. +25 on this table for next spell cast in this area.
—	—	100	86-95	81-90	Spell, exact location, & power of caster are sensed. High level minions sent to capture or slay caster. +30 on this table for next spell cast in this area.
—	—	—	96-99	91-95	Spell, exact location, & power of caster are sensed. Highest ranking minions sent to slay caster. +30 on this table for next spell cast in this area.
100+	100+	100+	100	96-100	Spell, exact location, & power of caster are sensed. Leader & minions go to capture or slay caster. +35 on this table for next spell cast in this area.*
—	—	—	100+	100+	Spell, exact location, & identity of caster are sensed. Leader will stop at nothing to capture or slay caster. +40 on this table for next spell cast in this area.*

*Particularly powerful leaders, such as Sauron or the King of Gondor, will not themselves pursue the caster.

Spell Level	Caster's Level	Area Type	Outlook of Sensing Individual
1st-2nd: No Roll	1st-2nd: NA	Dense Population	Ally: -40
3rd-5th: -10	3rd-5th: -15	(cities, fortresses, & vicinity): +20	Friendly: -20
6th-8th: 0	6th-8th: -10	Average Population	Neutral: 0
9th-10th: +10	9th-10th: -5	(towns, farmlands, small keeps): ... +10	Unfriendly: +10
11th-13th: ... +20	11th-13th: 0	Low Population (wilderness): -10	Enemy: +20
14th-16th: . +30+	14th-16th: ... +5	High degree of Magic Activity: -10	Enemy knows caster: +30
17th-19th: 40	17th-19th: .. +15	Average Degree of Magic Activity: .. 0	
20th: +50	20th: +25	Low Degree of Magic Activity: +10	
20th+ +70	20th+ +30		



One Game to Rule Them All



...Torn and battered from a near disasterous battle with the great drake, Babin Ironbeard fell to his weary knees before his prize, the most revered of Khazad relics.

Babin breathed the words with tears in his eyes...

“Durin’s armor!”

- **Treasures of Middle-earth™ (Sourcebook)**

This sourcebook details the most powerful artifacts of Tolkien’s world, including Aragorn’s sword Andúril, the palantíri saved from drowned Númenor, and Sauron’s One Ring. A revision of the 1989 edition, *Treasures of Middle-earth* contains twice as many illustrations and complete stats for the *Lord of the Rings Adventure Game™*, as well *MERP™* and *Rolemaster™* stats. If, like Bilbo, you’ve ever felt “the love of beautiful things, made by hands and by cunning and by magic,” then *Treasures of Middle-earth* belongs in your fantasy role-playing campaign.

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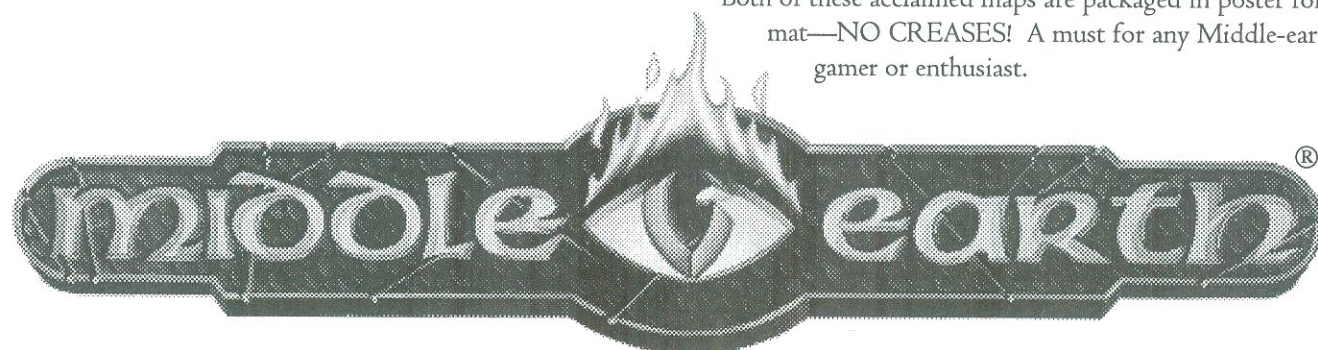
This revised version of the 1988 sourcebook documents the history, design, layout, garrison, and inhabitants of the Guarded City, preeminent symbol of the Free people’s struggle against Sauron of Mordor. Contains a new city map—so large it requires two separate halves!

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Shadow World

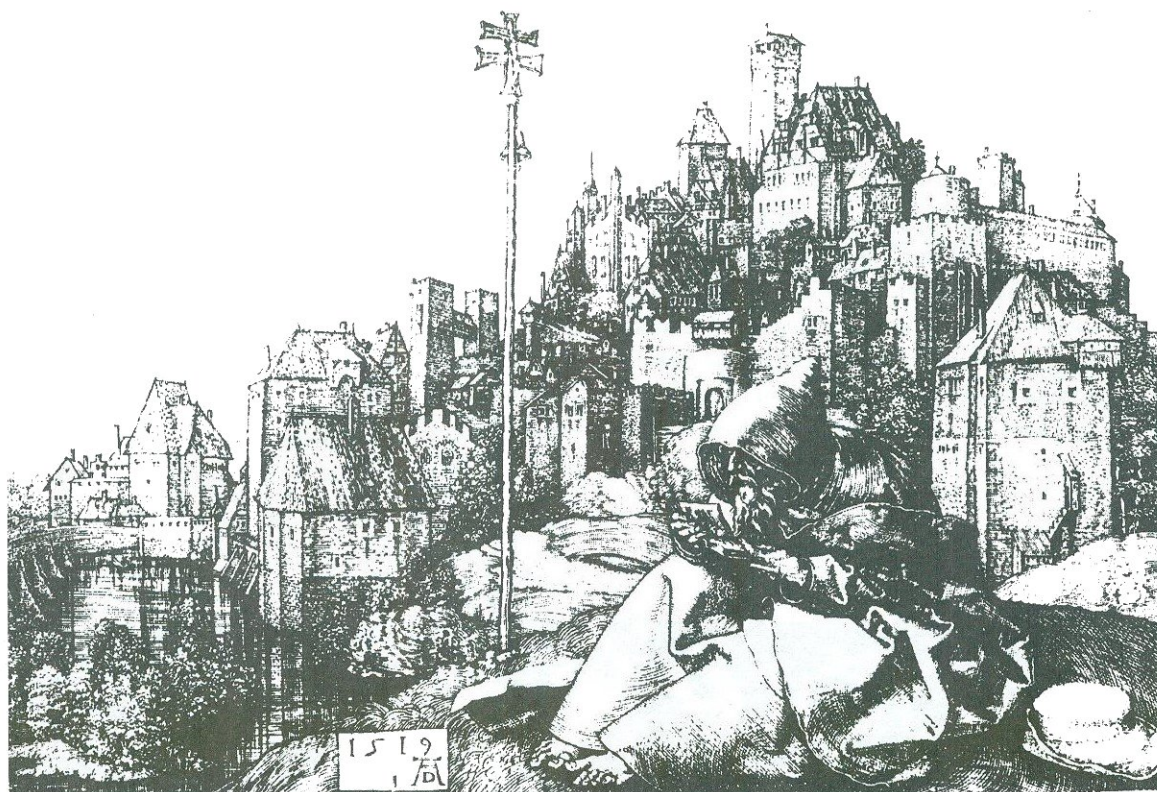
Shadow World[®]

THE GRAND CAMPAIGN

*"All knowledge
is heresy. Yes,
you heard me
correctly. It is
the nature of
dark religions to
thrive on
ignorance."*

*—Andraax,
Date Unknown*

VOLUME ONE: A GATHERING DARKNESS PART 1 OF 4



• FOREWORD •

This is chapter one of four of the first of a trilogy of adventuring guides for the Shadow World. Together, the three volumes will detail a ‘grand campaign’: a living play or novel in which the player-characters are the heroes of a great quest. These volumes will document a long journey encompassing many events linked together and drawing the characters through a progression of crises and triumphs. It all ends with a cataclysmic confrontation with one of the ultimate evils of the Shadow World.

IMPORTANT NOTES FOR THE GM

Unlike most ICE adventure scenarios, the *Grand Campaign* is a directed series of events. It must be understood by both the GM and the players that, while there can be subplots and sidetracks, the main purpose of the group is a much larger scheme. Deliberate attempts to derail the campaign will only ruin the game for everyone. On the other side of the coin is a reminder to the GM that he must not ‘push’ the players along too quickly. Allow them to pursue other activities for an adventure or two; don’t lay a heavy hand on the plot. If the PCs seem confused or at a loss, subtle help might be in order. However, never resort to blatant maneuvers (e.g., do NOT do this: “A Loremaster appears in the middle of your room and hands you a map to the citadel. She says that you had better hurry or there will be ‘trouble’.”)

This volume and the ones to follow are organized in ‘Parts’ not unlike Acts of a play (beginning with Part V; Parts I-IV are general information and background material), and within each Part are ‘Sections’ which correspond more or less to scenes. In addition, there will be ‘Encounters’: these designate specific events which will precipitate the use of rules to arbitrate the situation. An Encounter can be anything from a run-in with a shopkeeper to a planned raid on a Dark Priest’s tower to coming face-to-face with an Ordainer.

While only this material and the *Shadow World Master Atlas* (and of course *Rolemaster* or the FRP rules of your choice) are really required to run this Grand Campaign, it is strongly suggested that the GM owns the following Shadow World books: *Emer*, and *Jaiman*. These are available at hobby and bookstores, or can be ordered directly from ICE. These books will not only provide valuable background material, but have other adventure ideas which the GM will find useful to fill out the campaign. Also helpful (but not as critical: *Norek*, *Quellbourne*, and *Eidolon*).

To those who might own copies of the *Iron Wind* or *Cloudlords of Tanara*: these materials may prove useful—but have a care! They are set in earlier times, and in some cases the dates (and even a few facts) in these early chronicles are muddled.

It is important that players do not read any of this material unless it is specifically designated for player consumption. The following material is for the GM’s information only, though he may photocopy certain parts of the Character backgrounds and other marked text for player use.

GENERAL REMINDERS

At critical points in the campaign text we remind the GM to make certain ‘atmosphere’ rolls: weather, Essence, ‘random’ encounters on the road and in cities. These are certainly not intended to be the only times the GM makes these rolls.

WEATHER AS ‘ATMOSPHERE’

The GM is encouraged to make weather checks daily. General weather descriptions are given in *Jaiman*, and a chart is provided in the *Rolemaster Character Law & Campaign Law* book, page 109. Weather is an important part of the ‘feel’ of a gaming environment, and can help the GM in describing prevailing conditions. GMs are also reminded to enrich their *Shadow World* with sights, sounds, smells and textures of the world. Bring it to life every day!

OTHER ENCOUNTERS

Depending on how long the GM wishes to draw out the campaign, he might wish to include several side encounters interspersed with those detailed here. Enough is provided in these pages and in other published books to provide ample material for a GM to keep the PCs adventuring in Jaiman alone for many sessions.

KEEP A CALENDAR

It is important for the GM to make and keep a careful record of the progress of the characters along their quest. This not only helps the GM keep organized in her own timeline, but it is critical to match the movements of the characters with event going on in the rest of the world. The explosive political situation in Haalkitane alone warrants this; many things are going on elsewhere as well.



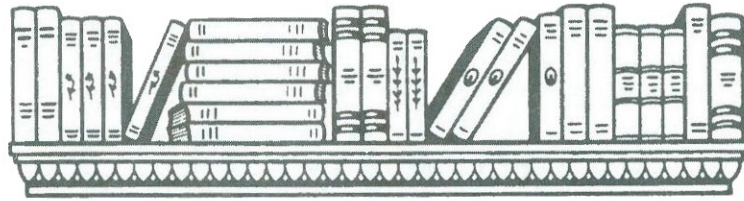
Shadow World



Shadow World

› PART I ›

AN OVERVIEW



THE QUEST AND ITS CONTEXT IN THE WORLD



ountains of lava spewed from the tortured earth, washing over verdant lands in a burning tidal wave. Shattered ruins lay where boulders had been hurled like a rain of pebbles to crush glittering cities. Oceans vaporized. The Sun and the Five Moons were lost behind a black cloud of soot.

At last two stood upon the planet which had become one vast battlefield. Kadæna, Empress of the Galaxy and Queen of the K'ta'viiri race, faced her opponent: the rebel Utha. They had the look of siblings but for the glaze of hate in Kadæna's violet eyes, and the haunted mask which Utha's face had become. He held in his bleeding hands a sword. A strange barbaric weapon for a time when ships flew between the stars and the people of his race could slay with one thought of their telepathic minds, but the Soulsword was all that could protect him from She who wore the Shadowstone.

Pulsing with a thirsty crimson light, that gem lay upon Kadæna's breast, held by a heavy chain of black iron. Kadæna thrust her hands forward, palms out at waist height, her bearing one of readiness. "Here we stand at the end of all things, my cousin. Are you well pleased that you have brought about the downfall of your people?" Her words were barbed with psionic knives, but Utha was beyond feeling.

"You destroyed us long ago, My Queen. Better that we die now than live on as a mockery of what we should have been."

"You wanted my throne!" Her hands snapped forwards and from her fingers lashed twisting bolts of white-hot energy, arcing towards her opponent.

But they splashed aside harmlessly: the sword shielded Utha. It diverted those deadly charges, but it took its own toll on his strength. The earth trembled. He took an unsteady step closer to his cousin.

Again Kadæna attacked with lightning, again the Soulsword absorbed the energy. The black blade began to glow with a faint silvery light.

Utha raised the sword, his sinewy shoulders protesting, every muscle trembling with fatigue.

"No!"

The sword flashed in a mighty horizontal arc, severing the beautiful Kadæna's head.

Groaning in its own pain, the earth opened at her feet, and the Shadowstone tumbled from Kadæna's shoulders into a fiery crevasse. The Empress of the Galaxy's body trembled, then disintegrated to dust, floating to the smoking ground.

Utha stood silent for a moment to gather his strength. He touched a finger to his forehead and vanished from that battlefield. The most difficult task was yet to do.

The Battle for the Shadow World
The End of the First Era (≈ 112,000 years ago)

The Quest spans the continents of Jaiman and Emer (and beyond) in a series of challenges physical, mental and spiritual which match the characters against the Jerak Ahrenreth, the Secret Circle of Evil as old as this Era.

Of course it is implausible that a group of young lords could possibly defeat a cult as powerful and devious as the Secret Circle. The goal of this great quest is merely to strike at the weakest point in the circle and hopefully forestall their plans for dominance. As one can tell by reading the background on this evil order (found in the *Emer* supplement), it is comprised of a number of factions. It is not a seamlessly unified whole, and there are weaknesses which can be exploited. Several members have schemes to further their own power at the expense of others of the cult; in the end these individual ambitions could be the undoing of the whole. The Circle is also largely dependant on huge crystal fragments which allow the members to focus and direct Dark Essænce. The destruction of the crystal would cripple their power base.

On this first leg of the campaign, the characters meet and travel across the continent of Jaiman. As their journey progresses through a series of encounters, they gain insights into themselves as well as the greater role they must play in the saga of the Shadow World. Following (in a very abbreviated form) is a synopsis of the events of this first phase of the campaign. While many things mentioned in this section will be somewhat obscure at this stage, it will be a handy reference later as the details are filled in. Player-character names appear in italics.

LETHYS

The gathering of the Company takes place in Lethys, a thriving seaport in on the southern coast of Jaiman. They probably meet in a tavern, the Library, or some similar place. They witness an assassination by the Cult of Stars. *Morden* is given a confusing verse in a dream. From there the group sets sail to the island library of Nomikos (for several reasons), where the deeper meanings of early memories are revealed. In route they encounter pirates.

Point-by-point summary:

- The characters meet (at tavern or library)
- Witness assassination by the Cult of Stars
- *Morden* is given a cryptic verse in a dream
- The party decides to go to Nomikos
- Encounter with pirates in route

NOMIKOS LIBRARY

Nomikos Library is guarded by Chamgramai monks (*Rælen* beware). Research done: scrolls by Zener Morndaak (rumored to now live in Tanara).

Their information leads them to want to go to Tanara, so they set sail there. However, a Flowstorm has other plans, and the next thing they know they plow into the desert of Zor...

Point-by-point summary:

- Nomikos is guarded by Changramai (warning to *Rælen*)
- Research done: scrolls by Zener Morndaak, now rumored to live in Tanara.
- Set sail for Tanara to visit Zener for more info.
- Essænce storm wrecks ship in Zor

ZORIAN WASTES

Trekking through the Zor Wastes, the PCs encounter a ruined city of Zor, and many creatures and hostile beings residing within. They clash with the Priest of Dansart—one of the Priests Arnak first mentioned in the Iron Wind. They are captured, but escape with the aid of a Loremaster. They pass through a Portal, which takes them eventually to Haalkitain. They were allowed to escape by Vaag t'Kang, who can magically track them. He hopes that they will unearth useful secrets for him.

They appear in the sewers beneath Haalkitain, and *Terek's* pendant guides them out.

Point-by-point summary:

- Encounter mutants and wild dogs
- Captured by Messengers of Ulkaya (servants of a Priest Arnak)
- Imprisoned in the citadel of Dansart; meet apprentice Loremaster
- Audience with the cruel Priest Osaran
- Vaag t'Kang releases the prisoners (unbeknownst to Osaran) so he can track them to secret information
- Escape via a portal
- Emerge from portal into ancient sewers; as they near an exit, *Terek's* pendant indicates going another way.

HAALKITAINE/ LORDS PASSAGE

Exiting the sewer group and ship survivors split up. They are rewarded by Sæn, the Loremaster apprentice.

After resting in the capital of Rhakhaan (and possibly becoming embroiled in the political situation there) they resume their journey towards Tanara. Along the way through an underground passage, they encounter incredible creatures—and the Phoenix



Shadow World



Season World

Sword (which Ty can use). A Doombringer pursues the PCs through the sewers/labyrinth. They flee through a tunnel under the mountains and emerge in Tanara

Point-by-point summary:

- Emerge from the sewers in Haalkitaine
- Survivors split up (crew and other passengers go their way)
- PCs are rewarded by Sæn the Loremaster apprentice
- Return to sewers to follow the pull of the pendant
- Encounter with Uthgool in sewers
- Find Phoenix Sword (Ty can use it)
- Doombringer appears and pursues the party through a tunnel under the mountains
- Emerge in Tanara

TANARA

The group emerges from their underground odyssey only to be captured by the xenophobic Dúranaki. They are taken before the High Council of the Dúranaki, led by T'kaal Arain.

Terek was exiled for teaching his Myri friend Kel how to read; an act considered to be treasonous. Over T'kaal's objections, Terek is sentenced to death, and the others are to be banished after he is executed.

Meanwhile, spies for the Priest Lyak have reported the appearance of the characters, and they will be trailed. Kel (with a group of domestic Myri and rebel Dúranaki who are living in exile) comes to the group's rescue, and they flee, pursued by Dúranaki, and then Messengers of Al-Athuul. They use the gift of the Loremaster to escape.

Point-by-point summary:

- Arrive at Morndaak's house only to find him dead
- Dúranaki arrive at the scene and take the PCs prisoner on suspicion of murder
- The entire group is trailed by Messengers of Al-Athuul and a Priest Arnak (of Lyak)
- The PCs are imprisoned in a cave while the Dúranaki prepare to fight their trackers
- PCs escape by summoning a Navigator using the reward they received from Sæn in Haalkitaine (the reward is free passage to Gryphon College)

GRYPHON COLLEGE

The group arrives at the cloistered enclave, and are tentatively welcomed. There, they learn more about their quest, the Phoenix Pendant, and the Jerak Ahrenreth. They also meet Kalen and Jad.

Point-by-point summary:

- The party is given hospitality at Gryphon College
- Meet Lord Kalen Avanir and his Squire Jad. (A very observant PC might notice a resemblance between Jad and the evil Arnak priest Osaran; this will be significant later in the campaign)

• Zaris, matriarch of the College, helps attune the Phoenix pendant and Sword

• Decide to go to the Mur Fostisyr via the lakes with a stop in Saralis to look for Elor Once Dark, a renowned Loremaster.

• Leave by boat.

THE SARALIS FRONTIER

The group journeys through the central lake region and face dangers both monstrous and arcane. Arriving in Saralis, they cross a bizarre rural landscape and deal with otherworldly beasts, an ancient trap, and woman with a dangerous hunger. Finally, they meet a man of whom they have heard quite a bit. He might aid them on their way.

Point-by-point summary:

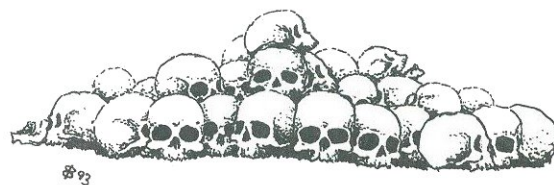
- Travel through the straits from southwestern lake into the middle lake
- Attacked by a Kraken
- Land on the northwestern shore and travel north
- Encounter a Soulslayer and 4 Vancu brought by an Essænce Storm from Foleenn to jaiman.
- Encounter the Spiral of Death—from which Elor may rescue them
- Guests at Elor's house—he tells them to go around the mountains, through Lu'nak

LU'NAK

This eerie forested land holds hidden dangers, but also an escape towards the Land of Blue Light. They arrive at the coastal town of Kelfour's landing, and manage to buy passage to the Mur Fostisyr—but the price is high.

Point-by-point summary:

- Forced into the Forest of Dír by Messengers of Syrkakang
- Attacked by Shards in the Forest of Dír
- Find safety in a temple in the forest
- Temple has secret passage down to a tomb where a body (Enris Joor) and the Windblade (usable by Ræk or Vania) lies
- Passage from the tomb leads underground to the coast.
- Follow coast to town of Kelfour's Landing
- A Ky'taari craftsman offers to take the PCs to the Mur Fostisyr in his ice sloop—his price: the rescue of his sister who is imprisoned in the Aalk Gaath (Citadel of the Dragon)



MUR FOSTISYR

Before reaching Tælen's goal, they must help another Ky'taari rescue his sister—and confront a powerful being who has lived in this icy land for millennia. Tælen might also find a great treasure in an unlikely place. They flee the lord of the manor, aided by the Udahir.

The journey continues as the characters reach Dawnwater's Edge, and Tælen receives guidance from his Mistress. But their arrival has precipitated a crisis, and the group is forced to depart once again.

Point-by-point summary:

- Across the straits to the Aalk Gaath
- Climb cliffs from the shore to get to it, rescue Tirilin, Luklin's sister, and steal the sword Ashaanaar (it calls to *Rælen*)
- Hunted by the White Dragon as they leave
- *Rælen* 'summoned' by his goddess to her secret temple
- They group sees a Herald of Night
- At the temple, they see the goddess Ariana
- An Ordainer attacks, and the goddess opens a portal for the party to escape; Ariana tells *Rælen* to remain with the group for now.

URULAN

They arrive in a haunted place cloaked by mists, and only have a few moments to get their bearings before they are attacked by Night Hounds. They are observed by an otherworldly watcher, and flee to ancient ruins for safety. It is there that they meet a spirit and learn their location.

Heading south, they observe an ominous project underway, but may not understand its significance until much later. Finally, a chance encounter with a shipwrecked sailor offers a plan to escape to civilization.

Point-by-point summary:

- The party arrives at the ruins of Ar-Talisen (an ancient elven city); they realize they are in Urulan
- Having heard of settlements to the south, they head there, and have an encounter with Night Hounds and an Althoi
- They pass by mines of the Steel Rain
- Encounter with an Epsilon Drone (a mechanism built by the Lords of Essænce)
- They encounter Kesien, who disappeared with *Leena*'s brother *Ærik*. He urges the PCs to flee the area.
- Encounter first mate of a captured sky sloop while observing a pirate base. They help her reclaim her ship, and they return to Eidolon.
- ON to Sel-kai... and EMER!

The group has a glorious arrival in the glittering city of Eidolon. Surrounded by Elves and Shay, everything seems secure... until someone sees a specter of the past. Their quest has just begun.

Point-by-point summary:

- Receive a reward from the sky sloop's owner; see Vaag t'Kaang in Eidolon.
- R&R in Sel-kai.



Shadow World



› PART II ›

THE PLAYER-CHARACTERS



he bedroom was dark and silent... absolutely silent. The boy lay unmoving in his bed. His terror rendered him unable to move or even breathe. Ty felt silly for being so afraid. Eleven-year-old princes should not be afraid of dreams. But still, he was afraid.

That shadow by the wardrobe—did it have substance or not? Darkness seemed to move and flow around the polished wood doors.

There was something there!

Standing at the foot of his bed, not a shadow, but a shrouded figure! Ty's heart thumped in his chest, but he remained motionless. How had this intruder gotten in? By magic? The palace had many wards against even such intrusions.

Then the shadow spoke. The boy felt every his muscle tense as the silence broke.

"Greetings Ajkar Tyrus Faslurin, Lord of Elchar, third son of Emperor Talus Arej Malvion Faslurin VII,." The visitor had a soft, unexpectedly melodic voice.

Realizing that there was no point in hiding under the covers, Ty sat up to face his visitor. "What do you want?" he asked, proud that he managed to keep his voice steady. Sweat ran down his sides in warm trickles, yet he shivered.

The visitor stepped forward so that he stood in a shaft of moonlight cast from the tall windows. With a long-fingered hand he slowly pulled back the hood of his cloak. His face was white in the pale light, white and beautiful. His hair was raven-black, and fine pointed Elven ears protruded from beneath the thick locks. "To see you."

The dead hearth-fire leapt up to light the visitor in angry red.

The Elf smiled. With a terrible crash, the windows splintered outwards in whirling glass shards, and a gust of wind exploded through the room causing papers to fly and bedcurtains furling in the maelstrom. Amidst this fury of wind and sound and fire, the visitor casually stepped closer around the bed. Ty scooted up towards the headboard, but suddenly the Elf was next to him. He seized one of the boy's hands in his own. The visitor's flesh was cold and hard as marble.

"Let go of me! The guards will be here any minute!"

"Brave little lord," the Elf smiled, exposing perfect white teeth. It was a leer of total malice, somehow... inhuman.

The visitor dug his fingers into Ty's hand, and he gasped as sudden pain lanced up his arm. His hand felt like it was being stabbed by knives.

"Look!" The Elven man whispered, his face close, his breath cold and dead like wet ash.

Young Ajkar Tyrus tore his blue eyes from the pale amber ones of the Elf and looked down. Blood oozed from around his fingernails, pooled at the tips, and began to drip onto the white bedsheets. Slowly the Elf raised Ty's trembling hand to his lips and licked up a few droplets of bright blood. To Ty's horror, the Elf's eyes began to glow with an inner red light.

Then he vanished.

It was as if he had never been there. The boy's bloody hand fell to the bed, numb and tingling. A cold wind swirled through the room, causing the curtains to furl lazily.

Ty realized with a start that a huge white owl was sitting on the broken windowsill, amber eyes staring fixedly at him for a long moment. Then it spread its great wings and was gone.

Tyrus cried out as he awoke from the nightmare, his shirt soaked with cold sweat. He frantically looked about the room, but the fire was out, the window intact. It was only a dream! Shivering, he raised his hand to wipe the perspiration from his forehead. Dark red stains rimmed his fingernails. He looked up. A huge white owl stared at him as it sat on the outer windowsill. It spread its great wings and was gone.

It was just the first of many visits by the Pale Man.

*A Dream of Ajkar Tyrus Faslurin
Prince of Rhakhaan*

1 · CREATING CHARACTERS

The GM and players are welcome to use their own characters for this quest, but it is clear that the campaign will be more exciting when the characters have personal goals along with the greater purpose. The GM is strongly urged to customize the character backgrounds with goals along the lines of those included with the provided characters below.

Additionally, the GM may wish to use the backgrounds included below to further flesh-out the characters. The more interesting and 'three-dimensional' the character, the more fun the players can have.

Once the group has been settled, the GM will also need to review the adventures to get an understanding of how the adventures may need to be adjusted for optimal character enjoyment. (Some adjustment would be inevitable if the adventures are to be personally interesting to the player-characters).

2 · THE PROVIDED CHARACTERS

Below are ten complete character backgrounds. They are meant to offer the group a selection of interesting individuals to play; it is suggested that the actual group not number more than six-seven at the outside.

Stats given below are for the character's starting level; obviously stat mods will change as the stats go up (or down).

CHARACTER SPELL LISTS

The spell using PCs should have starting lists; however, the choice of these is left up to the player.

All Pure and Hybrid Spell Users should be given four lists to start with; the Semi-spell users should be given two lists. Subsequent lists should be gained according to the usual acquisition method.

THE GM CRIB SHEET

The following page is a quick reference guide for the GM to help her keep track of the characters, remind her of their goals, secrets, possessions, and special abilities. It might be helpful to photocopy the sheet and clip it to the inside of the GM screen for easy referral.

RÆK TORREN

- Laan (high-man) Healer
- From Kaitaine, family of cotton traders
- Descendant of a member of the secret *Order of the Cloak* (Ahn Sye Zonar)
- Immune to spells of Zonar, partially so to those of other orders
- Gates and Portals of the Order will open for him
- Sexual orientation unacceptable in his society
- Left home to seek his fortune rather than marry

LEENA ÆRIEN

- Linær (fair Elf) bard
- From Linæri isles of Lys; daughter of a Lord there
- Older brother Ærik left to travel Emer with friends Kesien and Orrel; he has disappeared
- Leena left home to find her brother and to adventure

RÆLEN THIROK

- Ky'taari (half-elf) Warrior Monk/Chanramai Novitiate
- Wishes to save his homeland (The Mur Fostisyr) from the Iron Wind
- Would like to find the lost sword Ashaanaar and return it to the high priestess of his people
- Must avoid the Changramai, to whom he owes 5 years service

VANIA KIRILIN

- Dryad Animist
- Agent sent from the Emerald Forest
- On a mission to learn more of events in the world
- Special abilities and restrictions

JYMSAN IXATA·CENTARUS

- Loar (high Elf) Mage
- Conjurer from Nâmar-Tol
- Obsessed with technology (like many of his race)
- Somewhat hedonistic and flirtatious

NUKITI MELENKA

- Nuyani Thief
- 4th son of wealthy landowner in Nuyan Khôm
- Traveller/adventurer because he has no inheritance
- Wishes to find the Sceptre of Khôm which was stolen from his people
- Likes to drink



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MORDEN NOK

- Itanian Mentalist
- 'Warlock' of Itanis
- Father unknown, thus he is a disgrace to his society (father is really Andraax)
- Has set out to find his father
- Special K'ta'viir abilities
- Has dreams of the Ahrenreth, Eye of Agoth, Schrek, etc....

AJKAR TYRUS FASLURIN

- Zorian (high man) Fighter
- Prince of Rhakhaan (3rd son)
- Has nightmares of the White Mage (who he knows only as the "Pale Man")
- Is fascinated by lore and Loremasters
- Is afraid of white owls

TA'A NCER

- Shay Rogue
- Amazon of Sarnak
- Mistake on her part caused death of fellow warrior -initiate
- Exiled herself from her people

TEREK AL-ARAIN

- Dúranak Mystic
- Eldest son of a member of the Dúranaki High Council
- Defied cultural rule that Myri are their inferiors: he taught his Myr friend Kel to read and was exiled for it
- Possesses a pendant (which he does not know is the powerful Phoenix pendant)
- Has information on pendants, swords, etc., penned by a scribe of Nomikos

AJKAR TYRUS FASLURIN

PRINCE OF RHAKHAAN (ZORIAN FIGHTER)

Ajkar Tyrus Faslurin ('Ty') would provide significant muscle for the group. A 'front-line fighter,' he is a skilled and hardy warrior. Though a youth, he already has an imposing presence.

BACKGROUND

The third son of Emperor Jerrin Arej Malvion Faslurin III, Ajkar Tyrus (his friends call him 'Ty') is itching for adventure. Because he is the third in line, he is not closely supervised. This allows him the freedom to travel the countryside in relative anonymity. Ty is frustrated at home, the Imperial Palace a warren of intrigue and politics. While intelligent and boyishly handsome, he lacks social skills. He is also somewhat uncoordinated right now (except when in melee), having so recently grown into his size. The young prince is also haunted by strange, terrifying dreams (see the introduction to Part II). The Visitor described there is none other than the evil being who has been known as the *White Mage*, and visits Ty (and the other heirs) in dreams. He is paving the way to controlling Rhakhaan again, but this time through terrifying dreams, a power he recently achieved. The dreaming power does not allow the White Mage to know Ty's actions and locations yet, but he is slowly gaining more power. The only way that Ty can break the spell is to confront the Visitor within his dreams. This he will not have the power to do until much later in the quest, but he will have the opportunity, for the White Mage is also known as *Phæniis Rhyn*, one of the Eight of the Jerak Ahrenreth.

TRAITS/DEMEANOR

Ty is outwardly cocky, but actually rather shy. He is confident in his swordsmanship, but is also interested in history and fascinated by Loremasters. His tutors have almost convinced him that he is stupid, however, so he is hesitant to speak up when intellectual topics are discussed. He also has a slight stutter which grows worse when he is nervous—adding to his reluctance to speak.

As noted above, Ty is usually an awkward youth, incapable of even walking without bumping into something. This apparent lack of grace does not add to his popularity around court. He has the usual contingent of young female followers, but he covers his shyness by behaving boorishly around them. But when in combat, he becomes as confident as a seasoned warrior and graceful as any dancer.



Shadow World™



PERSONAL STATISTICS

Race: Zorian

Height: 6'4"

Weight: 210 lbs

Build: Muscular, big boned.

Eyes: Emerald Green

Hair: Blond/straight

Age: 18

Profession: Fighter

Languages: (s/w) Rhaya (8/7); Erlin (5/5); Iylar (2/3); Shay (3/1); Kugor (2/2)

Current Level: 1

Hits: 36 (Base: 31)

Power Points: N/A

Stats:	Temp	Pot	Stat Md	RceMd	TTl Md
CO	90	99	+10	+5	+15
AG	45	98	0	+5	+5
SD	66	80	0	+5	+5
ME	75	82	+5	+5	+10
RE	45	90	0	0	0
ST	99	100	+20	+10	+30
QU	86	94	+5	-5	0
PR	80	90	+5	+10	+15
EM	58	76	0	+5	+5
IN	60	60	0	0	0
AP	95	99	+15	+10	+25

Spells: None

SPECIAL SKILLS/ABILITIES

Ty has one 'special ability'—if it could be called that. It is a knack for knowing completely random trivia. This knowledge comes from extensive reading he did as a boy; not the texts he was suppose to read for his tutors (and thus his reputation for being a dullard) but arcane histories and essays found in the deep recesses of the ancient Haalkitain Palace libraries. Ren Thryask, a Loremaster known to visit

Haalkitain, steered the eager Ty towards many of these tomes. As a result, Ty's head is full of fascinating but fragmented tidbits of potentially priceless information.

This ability must either be handled by the GM through rolls, or—provided he doesn't get obnoxious with it—by the player asking if Ty has a chance of knowing about a given item/event/location. Anytime Ty is confronted by a unique item, place, person, name, etc which might have a tale behind it, Ty should have a 5-10% chance of recalling something about the thing. His recollection, if successful, could be as little as a related word or name, or as much as a perfectly recalled description or historical context. It should be noted that while Ty's recollections are never wrong, they should often be quite fragmentary.

POSSESSIONS

Ty has the following special possessions when he starts out. Note that the sword, armor and shield are enchanted and part of a set made for him as a prince of Rhakhaan. All are of a red-gold metal; the armor and shield are very lightweight but strong, and bear the crest of the Phoenix. Ty polishes his equipment religiously every night.

Ring: A gold signet ring bearing the crest of the Phoenix. It adds +10 to DB and +10 to RRs vs Channeling.

Sword: *Harbinger*, +10 Bastard Sword of a red-gold alloy, glows red within 100' of Undead.

Armor: Metal breastplate and greaves (AT/18). The breastplate is beautifully made with an enhanced form-fitting design. Because of the special alloy, the Quickness penalty is halved (-10), and the maneuver penalty is also halved (55 max, 10 min)

Shield: Protects as a full shield but weights only 8 lbs. Halves all damage (reduces criticals 2 steps) from directed fire attacks.

FOR THE GM ONLY

Ty could rightfully wield the Phoenix Sword, the magical weapon designated for the guardian of the Emperor. As such, this heirloom can be used by anyone of the royal blood or one designated by the ruler of Rhakhaan. The sword has been lost for centuries, but adventures may take the company very near the sword's resting place.

About the dreams: the GM needs to continue the theme begun with the dream told in the beginning of this section, now that Ty is older, the terrors may have to become more 'sophisticated.' Occasionally (not too often!), a white owl will show up in reality, which should give the youth quite a scare. In later installments, Ty will be given hints which he can use to fight the White Mage on his own terms.

TA'A NÖER

AMAZON OF SARNAK (ROGUE)

Ta'a Nöer is a female warrior: an Amazon from the coastal realm of Sarnak in western Emer. Her training includes weapon skills, some martial arts, and a variety of abilities which make her at home scouting in the wilderness as well as skulking in urban environments.

BACKGROUND

Ta'a Nöer, daughter of a respected noblewoman, showed great promise as a youth, and soon made a name for herself in the sparring court. She had few rivals, though her arrogance was also rarely matched. But Ta'a's rise to prominence met with tragedy.

Ta'a was fifteen when, while involved in a wilderness trial with a fellow Warrior-initiate, her error in judgement led to an accident in which her co-dependant warrior was killed. Ta'a was not directly responsible, but her 'sister' would not have died had Ta'a not been careless.

Stricken by horror and grief, she panicked. Ta'a was unable to face the tribunal which would lead inevitably to discommendation (expulsion from society such that all record of your existence is wiped from records—considered worse than death), and she couldn't bring herself to commit ritual suicide. She fled before anyone discovered the death, and has lived in exile as a mercenary since then.

TRAITS/DEMEANOR

Ta'a is typical of her culture: beautiful in a severe way, arrogant, disdainful of all men. A competitive relationship between Ta'a and Tyrus Faslorin is almost inevitable; whether it is friendly or antagonistic is up to the PCs. She is not afraid of combat, and in Ta'a's case she almost seeks it out too eagerly: driven by the nagging guilt of her crime as a youth.

PERSONAL STATISTICS

Race: Shay/Laan

Height: 6'

Weight: 160

Build: Lean/muscle

Eyes: Green

Hair: Brown

Age: 22

Profession: Rogue

Languages: (s/w) Arlak (7/6); Erlin (5/2); Shay (4/2)

Current Level: 1

Hits: 22 (Base: 21)



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Stats	Temp	Pot	Stat Md	RceMd	TTI Md
CO	88	97	+5	+10	+15
AG	94	100	+10	+5	+15
SD	55	80	0	+5	+5
ME	47	79	0	+5	+5
RE	80	82	+5	0	+5
ST	94	98	+10	+10	+20
QU	99	100	+20	-5	+15
PR	71	85	0	+10	+10
EM	69	80	0	+5	+5
IN	100	102	+25	0	+25
AP	75	81	+5	+10	+15

Spells: N/A

SPECIAL SKILLS/ABILITIES

Sailing: 3 picks

Swimming: 4 picks

Stalk and Hide: 3 picks

Forage: 3 picks, useful in forest/mountainous regions

POSSESSIONS

Spear: A beautiful +10 weapon, it has an alloy tip and a shaft of rare black Dir wood. It is unbreakable by normal means.

Shield: Very lightweight, it protects as a full shield but only encumbers as a target shield. It is reinforced hide (stained black) stretched over a lightweight metal frame.

Leather Breastplate and greaves: A finely made set of armor, the leather is dyed black and reinforced by metal straps and rings. As a result, it is AT/10 with an additional +10 to DB.

Comp Bow: A laminated bow, it is of fine workmanship.



FOR THE GM ONLY

Ta'a has an innate intuitive ability to 'Detect Ambush' (*Spell Law*, p 58), and though this ability also works indoors with a 30' range, she is only right 50% of the time. That is, she never falsely suspects ambush, but she has a 50% chance of failing to detect one. It does not work unless there is actually a thinking being (or at least a beast) waiting.

Note: should the PC begin to abuse this ability by asking too frequently, it might 'burn out' for several weeks...

TEREK AL-ARAIN

DÚRANAKI MYSTIC

As one of this reclusive, nocturnal race, Terek has unusual skills and attitudes. Part of the nature of a Mystic is that they are solo operators, and Terek's cultural background only reinforces this tendency. But Terek is driven by a desire to learn about the larger world, and the mystery of the pendant hanging around his pale neck also drives him.

BACKGROUND

As the eldest son of Zerin Al'Arain (a member of the Jyaad Council and cousin of the famous warrior-mystic T'kaal Arain), Terek is considered something less than nobility, but more than a mere aristocrat. This is the nature of the class/caste system of the Dúranaki: classes among their own people, the absolute distinction between them and the Myri.

Terek is a bit of a rebel in this unusual society, and his defiance of cultural rules have led to his exile from the Dúranaki lands.

While the Myri are just as intelligent and capable as the Dúranaki, they consider them to be mentally inferior; little more than bright pets, in fact. Romantic relationships or even close friendships between the races are forbidden.

Terek is (or was) leader of a group of youths who work to break down the barrier between the races. They meet in secret with Myri friends, ostensibly educating them (but in reality the greater gain is how they learn about each other's culture).

Terek was caught teaching his Myri friend Kel how to read—and exiled for this strictly forbidden act. The rest of his circle (known amongst themselves

as the "White Hand") went deeper undercover and have almost disbanded.

Meanwhile, Terek crossed the Grey Mountains and took up residence in Haalkitaine. Over the last few months he has pieced together some information about the pendant. Excerpts of the most important passage appear here:

...For many years only petty warlords ruled the lands of Jaiman, despite the efforts of the Loremasters and a succession of powerful individuals all determined to unite at least a significant portion of the continent. Meanwhile a dark force known only as the Lorgalis the White settled on the isle of Ulor, and in but a few years fortified it and then seized the lands of Xa'ar and Ly-Aran. It was feared that this Lord—suspected to be a servant of the Unlife—would soon send his armies swarming over all Jaiman. He as yet did not have a foothold on the main shores of the continent; any action to stop him would have to come soon.

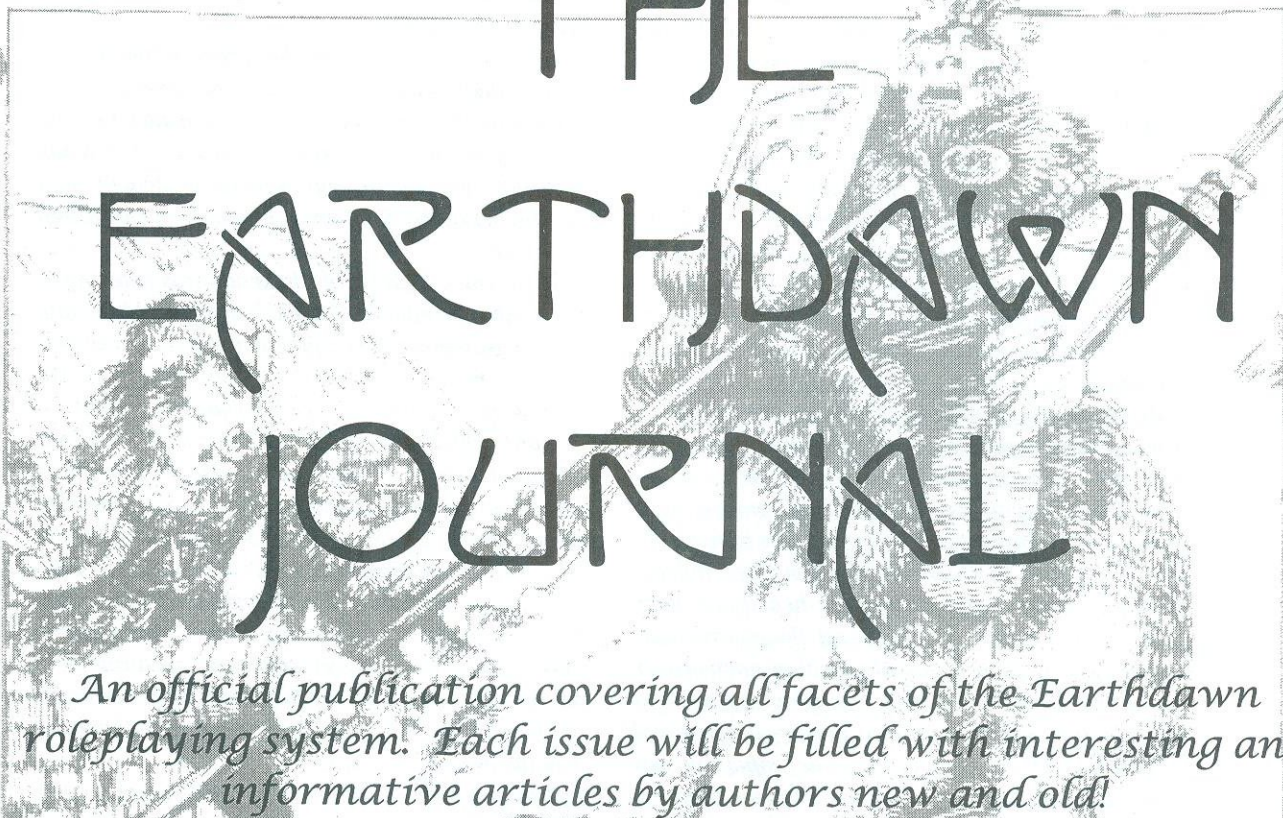
The High Council of Loremasters met and debated the problem, deciding at last that stronger guidance was needed. Loremaster Kirin T'thaan objected, but the majority held the day: Order was necessary or the Unlife would prevail. Andraax took thought and travelled to the Land of Valemarna—home of the Lord Alchemist. The two united their skills and knowledge, and the Alchemist toiled for many years in the design before the Six Crowns came forth. These items were of surpassing power, empowering the wearer with arcane abilities and the insight of rulership. The Crowns were of the Essence— one with the Flows



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The Earthdawn Journal, 48 pages full-color cover, is published quarterly with issue 1 available the middle of August, 1994. Single issues run \$5.00 postage paid with 4-issue subscriptions \$18.00 (United States. Foreign surface single issues run \$6.00 and 4-issue subscriptions \$22.00. Foreign airmail \$8.00 for a single issue and \$30.00 for 4-issue subscriptions.

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Shadow World

and so able to tap the unlimited forces of the World. Within each Crown was a Pattern, and by that pattern were the very Lands organized. Borders were set and maintained by the power that was within the Crowns. They could not be violated. Only the strong could tap the full powers of the Crowns—the six Lords destined to rule as selected by the Loremasters—and only the reigning Monarch's designated heirs would be able to wear the Crowns and claim their lands. With the Crowns came Swords, powerful tools of the chosen champions of the Kings; and in addition were six Pendants, amulets to be borne by appointed advisors to each monarch—men and women of wisdom to temper the fiery spirits inherent in the passionate rulers. The Crowns of course would also do this.

Varis Faslurin was first given the Phoenix Crown, and with it was granted central Jaiman: the realm of Rhakhaan...

All seemed to go smoothly for many turns of years. For a dozen centuries the Six Realms grew rich, powerful and secure, each country with defined borders, friendly with its neighbors and presenting a united front against any military assaults by forces of the Unlife. The Crowns were mighty artifacts indeed, but as such they tended to weigh heavily on their owners after a time. The same attributes which allowed a given ruler to maintain absolute control over his or her land also tended to restrict his thought patterns (necessary to prevent border disputes and expansionism). Of course, the entire situation was somewhat subjective and artificial. Rulers began to don their Crowns less and less frequently—realizing that while they did not wear the Crown they felt greater freedom of thought. When this occurred, the agents of the Unlife saw their opportunity to sow dissent. The Swords and Pendants were not restrictive like the Crowns—though each held a spirit of its own. Only the Crowns controlled the very land and held the borders.

Each ruler knew intuitively that—even though he or she did not wear the Crown and so could not exert the mystical Earth-Essence power over their land—while the other monarchs wore their Crowns, they had no desire to assault a neighbor. It was only when two or more leaders abandoned their Crowns that strife was possible; or when there was an outside threat. All knew that the Crowns brought security, but stifled initiative. The more self-assured grew impatient and desired to expand their lands. The Crowns would not allow it. Dissatisfaction arose.

This problem was exacerbated by the arrival of certain men, seemingly with great knowledge and wisdom, from the east. They were more free with their lore than the almost grudging, always condescending Loremasters. These Wise Men counseled the removal

of the Crowns, saying instead, "Who rules when you wear the Crown? Not you, my friend, but the Loremasters far away. They control you as a puppeteer manipulates a wooden dummy! Would you have such a master?"

The plans of Andraax and the Alchemist began to crumble before their eyes.

The first to fall was Zor, the largest of the Six...

The Tanarans were the next to succumb...

Even as the Tanarans were being seduced by the words of the Sorcerer Sages, Saralis and U-Lyshak were suffering similar fates. Both fell to the seduction of treachery, and once-great realms descended into barbarism.

Meanwhile the King of Rhakhaan was listening to the advice of a man who called himself the Magician. The Mage, a powerful magician and clearly a knowledgeable man, counselled King Arej Faslurin IX that there were vast lands—since left nearly vacant by the Zorians which were ripe for conquest. Arej was reluctant at first (the Crown's power still held him somewhat in thrall), but after a few years of careful maneuvering, the Magician had his way. The old lands of Southern Zor were annexed—and the Phoenix Crown of Rhakhaan was entombed in a vault. Soon other ideas came to Arej's head: he was too tolerant of Elves; those immortal creatures were taking advantage of him. Only two realms remained on Jaiman anyway—and why shouldn't Rhakhaan rule the entire continent?

All the while the Loremasters agonized over their failure and were in doubt over how to correct it. Andraax suggested drastic corrective measures while others counseled restraint: too much damage had been done already through interference; only more pain could result.

It was not long before Arej declared himself Emperor of Jaiman and attacked Urulan. The war lasted for a hundred years and was inconclusive. Though the Unicorn Crown protected the borders of Urulan, her people suffered from the isolation. In addition, there were many Elven settlements in Tanara and southern Rhakhaan, all of which were either destroyed or their inhabitants persecuted. Finally, Arej died—assassinated by an unknown murderer, his plans unfulfilled. The realm fell into anarchy, a number of heirs vying for power...

Rhakhaan declined into a small, threatened land for many years, and it was only with the Ascension of Ajkara III some four hundred years later that the country achieved unity again. Hardly had she inaugurated her court, however, when the Magician appeared. Whether a descendant of his questionable predecessor or the same man, he somehow made his way into Ajkara's inner circle of advisors. She, how-

ever, had somehow acquired the Phoenix pendant, and the aid of one Jeril Sumnari, a Loremaster. Sumnari and the Mage were frequently at odds, and Ajkara was wise enough to play one against the other. She even survived an attack by a spectral creature described (according to records) as the "Wraith Lord", apparently a powerful manifestation of the Unlife. Ajkara was only saved by the Phoenix Pendant. Soon afterward Ajkara renounced her rule and fled with Sumnari to an unknown destination. She left no heir and Rhakhaan was sundered into its provincial holdings—which warred amongst themselves until the entire fabric of the civilization was destroyed.

602 Third Era of Ire
Lerianis, Scribe of Nomikos
From a Scroll found in Gryphon College

TRAITS/DEMEANOR

The Dúranaki are xenophobic, a tendency that Terek fights, though not always with complete success. He has a hard time overcoming a deep suspicion of those who look different than he does. Ironically, the Dúranaki—with their strange costumes and spiked, colored hair—stand out in a crowd of other races.

Terek is usually a quiet individual. He has a soft tenor voice and rarely speaks unless asked a question or he has something very pressing to say.

As with most of his culture, Terek is fastidious (even compulsive) and sensitive about his personal grooming. While most Dúranak men do not have facial hair (and so he has no need to shave), Terek washes thoroughly (in private when possible), his hair must be perfect, and he often dons colorful face paints.

PERSONAL STATISTICS

Race: Dúranak
Height: 5'8"
Weight: 140 lbs
Build: lean
Eyes: blue/green
Hair: brown (bleached white w/blue streak)
Age: 21
Profession: Mystic
Languages: (s/w) Erlin (5/4); Ranaka (7/7); Rhaya (6/4)
Current Level: 1
Hits: 17 (Base: 16)
Power Points: 2

Stats	Temp	Pot	Stat Md	RceMd	Ttl Md
CO	75	90	+5	0	+5
AG	96	99	+15	+10	+25
SD	67	79	0	-5	-5
ME	91	95	+10	0	+10
RE	83	88	+5	+5	+10
ST	79	82	+5	0	+5
QU	85	95	+10	+5	+15
PR	96	99	+15	+5	+20
IN	45	52	0	-10	-10
AP	73	88	0	0	0

SPECIAL SKILLS/ABILITIES

Stone Lore: (5 picks) Because of his youth as a cave dweller, Terek has learned to identify rock formations, stone and gem types, and understand the general origins of earth and stone varieties (e.g., he can tell NW Jaiman clay from SE Jaiman clay...).

Caving: (5 picks) Terek gains a bonus for locating cave entrances and exits, and other spelunking-related skills.

Trickery: (3 picks) As the regular skill.

POSSESSIONS

Kynacs: All Dúranaki receive a set of these treasured weapons, and training in their use. They are normally worn on a black leather harness: three Kynacs (throwing daggers) and one Long Kynac. For exact parameters, see chart in *Emer Atlas Addendum* pp 64-65 or use the Rapier table for kynac (when thrown only) and Rapier +15 for Long Kynac.

Bracer: large black leather bracer with silver studs which conveys knowledge of the Mystic Base List: Hiding, and 1x a day allows free casting of one spell on that list at +5 levels.

Phoenix Pendant: This mighty item has only limited powers until it can be attuned to the wearer (a process it may take some time to understand). Current powers are listed first; full powers [in brackets] acquired after attunement.

1. x3 PP enhancer [x5]
2. Wearer resists Essence as a 15th [30th level; Dark Essence as 60th] level.
3. *Firerunning* at will.
4. Wearer takes half damage from magical fire and heat at all times (criticals reduced two steps). [Wearer may immolate at will, and is at that time immune to flame and heat, and takes half damage from cold]
5. [Wearer's soul is stored in pendant at the instant of death and can return to the body w/o need of *Lifekeeping* or *Lifegiving* when body is repaired (body is essentially 'lifekept').]





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6. [Summon the *Absence of Cold* once per day. Effect is like a *Firestorm*. Flammable materials ignite 90% of time; *Fireball* 300' radius, 3x damage (pendant must be ground zero) Criticals are one less in severity than indicated.]

7. [Unleash *Fire Channels* 1x per day. Treat as *Firebolt* 300', x6 damage. Fires as a cohesive beam of red energy. Possible target Blindness; Puncture critical. Can be very destructive to inanimate objects.]

FOR THE GM ONLY

The Phoenix Pendant is of course an extremely powerful weapon, and Terek should—initially—be strongly discouraged from thinking that what he has is actually it.

Once Ty sees the pendant he will of course be interested in it (the real pendant is theoretically the property of the Emperor of Rhakhaan, given to a trusted Mage to use in the defense of the realm). An unlikely bond *could* be formed between these two.

The Nameless One (who is in fact Tethior the Smith, a fact known to no one on Kulthea except perhaps Andraax) will know where the Phoenix Pendant is and may take a dispassionate interest in the keeper...

VANIA KIRILIN

DRUID OF TALAEN (ANIMIST)

Vania is of the People of the Forest.. She hails from the mystical *Emerald Forest* in central Emer, a shrouded place ruled by a powerful Dryad named Kel.

BACKGROUND

Vania will not reveal her true home to any but close confidants. Outwardly she appears very like an Erlin Elf; only the very knowledgeable and perceptive might notice the telltale signs of her dryadic nature (The People of the Forest can be considered a hybrid race of Erlin and Dryads; though they are not a true cross-breed).

Vania's master Kel has a network of semi-intelligent birds and small beasts which report the goings-on of the outside world, but his animal observers can only tell so much. What he has heard concerns him. He has sent out several human agents to learn more. Vania can report at irregular intervals when one of Kel's forest friends makes contact.

TRAITS/DEMEANOR

Sent by Kel to discover what is happening in the world, Vania is one of several of her kind now travelling about this region of the world. She has a warm and compassionate personality, yet conveys an



air of reserve.. While she does not behave in a secretive manner, she is not forthcoming about herself, and in general is quiet and reserved among humans. While her original charge does not include becoming involved with outside politics, joining this group provides her an ideal opportunity to learn a great deal. As the adventures progress, her desire to right wrongs will slowly draw her deeper into events. If she consults with Kel, he will be cautiously supportive.

PERSONAL STATISTICS

Race: Forest Being

Height: 5' 3"

Weight: 100

Build: Slender

Eyes: Green

Hair: Auburn

Age: 35 (Appears ≈16)

Profession: Animist

Languages: (s/w)

Current Level: 1

Hits: 25 (Base: 27)

Power Points:

Stats	Temp	Pot	Stat Md	RceMd	TTI Md
CO	90	92	+10	0	+10
AG	95	100	+15	+10	+25
SD	65	65	0	-20	-20
ME	70	73	0	+5	+5
RE	56	60	0	0	0
ST	80	88	+5	0	+5
QU	90	99	+10	+10	+20
PR	83	90	+5	+5	+10
EM	75	84	+5	+5	+10
IN	90	96	+10	+10	+20
AP	85	90	+5	+10	+20

SPECIAL SKILLS/ABILITIES

Foraging: Vania has the equivalent of five bonus picks in Foraging.

Animal Tongues: Vania can speak to any small bird, or small mammal (squirrel, rabbit), though the average bird or mammal is only intelligent enough to communicate basic images or thoughts. Vania can communicate fluently with the semi-intelligent beasts under Kel's influence, who can carry fairly sophisticated messages either to Kel, or to others of their kind. E.g., "Tell all the squirrels in this wood to watch for an Elf in a black cloak," is a request that semi-intelligent animals could handle; they would watch diligently for as long as weeks. A regular beast might remember seeing an Elf pass nearby within the last day or so, but could not be expected to remember his attire, or be expected to keep watch for more than a few hours before 'forgetting.'

Weakness near Iron: Vania—like the rest of her dryadic race—suffers in the close proximity of iron. Weapons of pure iron are *Of Slaying*. If Vania is wearing more than a few ounces of iron, her effective level for PPs and spell-casting is halved. Prolonged contact may even reduce her temporary Con (GM discretion).

POSSESSIONS

Staff: A branch of the Tree: x3 PPs for Channeling, allows *Great Merging Organic* (Animist Base Nature's Movements, *SL* pg 54) 1x per day.

Dagger: of green laen, +25.

Familiar: (Optional, GM discretion) A semi-intelligent ferret named Swinky.

FOR THE GM ONLY

The GM should take care that Vania's special ability to communicate with animals does not get out of hand, and that her communication with Kel does not become more than intermittent reports. He will not give her any guidance; remember that Kel is intelligent and powerful but not terribly 'worldly'; he is naïve. Certainly, he should not be available to rescue the PCs should they become endangered (perhaps later, if they are very near the Forest, but he would never travel to Jaiman). There is also a slight chance she will run into other agents from the Emerald Forest, but these are likely to be random encounters.

On the other hand, Vania's animal communication can be used to add spice to the plot. At some point, one of Kel's birds will be found killed; other animals report seeing an evil bat-like creature...

JYMSAN IXATA-CENTARUS

CONJUROR FROM NÁMAR-TOL
(LOAR MAGE)



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A carefree young man, Jymsan has the body of an athlete. This is no coincidence, as he is somewhat frustrated as a Mage, having wanted to be a warrior as a boy. He trained with the broadsword and is a passable fighter. His wish now is to combine his abilities with his desires and become a Warrior-mage.

GM Note: *Should the GM wish to use the Rolemaster Companions, he is welcome to allow Jymsan to be a Warrior Mage.*

BACKGROUND

Sons of Loari Nobles, Jymsan Ixata-Centarus and his older brother represent the marriage of two powerful Námar-Tol families. His mother, Marina Centarus, is indeed of the famous Centarus family and as such Jymsan is related to Prince Rylec Qaterris of Eidolon—as well as the merchant Baron Kitteran Centarus. He only brags about this association occasionally.

Jymsan shares his race's obsession with anything smacking of technology. He carries a number of semi-useless trinkets with him (including a compass which works erratically because of the planetary magnetic field fluctuations), a small clock, and an electric lamp powered by a crude chemical battery. It will operate for about 20 hours, casting the equivalent of a 'light' spell (an odd item for a mage).

TRAITS/DEMEANOR

As an Elf, Jymsan is somewhat resistant to weather extremes. He wears a short tunic draped over one shoulder, sometimes with a purple hooded over-robe. He has an athletic build and is very proud of it. He takes every opportunity to show off his beautiful body.

Always desiring to test himself, Jymsan might be constantly challenging Ty (or Ta'a) to arm-wrestling or other feats of strength. He is frequently concerned about his appearance and spends a considerable amount of his allowance (where practical) on clothes.

Unlike some of the other members of this entourage, Jymsan is a fairly well-adjusted young man, self-confident and outgoing.

Depending on the nature of the campaign, he is also somewhat of a hedonistic boy, enjoying the pleasures of the flesh and the indulgence of drink. When the time comes for work, however, Jymsan knows when to be serious.



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PERSONAL STATISTICS

Race: Loar Elf
Height: 6'4"
Weight: 200
Build: Lean; muscular
Eyes: Grey
Hair: Black
Age: 25 (appears ≈ 18)
Profession: Mage
Languages: (s/w)
Current Level: 1
Hits: 23 (Base: 21)
Power Points:

Stats	Temp	Pot	Stat Md	RceMd	TTI Md
CO	80	89	+5	0	+5
AG	93	96	+10	+5	+15
SD	67	69	0	-20	-20
ME	85	90	+5	+5	+10
RE	66	75	0	0	0
ST	90	94	+10	0	+10
QU	92	95	+10	+10	+20
PR	70	84	0	+10	+10
EM	99	100	+20	+5	+25
IN	53	75	0	0	0
AP	98	99	+20	+20	+40

SPECIAL SKILLS/ABILITIES

Engineering: 5 picks; more at 2/5. Jymsan makes a roll to get an understanding of the technology encountered. For each technology level above the characters, increase the difficulty by 20; for each level below, decrease by 20. Jymsan and the Loari are currently at level 6.5 (on the brink of level 7). Most Lords of Essænce artifacts are of level 13-15. The Steel Rain tech level is currently about 10. $(10-6.5) * 20 = 70.0$, so Jymsan would be at a -70 to getting more than the most basic intuitive understanding of Steel Rain equipment.

POSSESSIONS

Gold knuckles: They will fire a *Shock Bolt* 1x per day per level without need to prepare. They are fired by crashing them together, arms outstretched towards the target. If he spends an extra round concentrating, he gains point-blank. At 3rd level, 3 *Shock Bolt* 'charges' can be used as a single *Lightning Bolt* instead of the 3 *Shock Bolts*.

Earring: A gold hoop, it is a x2 PP enhancer for Essence.

Allowance Ring: Jymsan wears a signet ring which allows him to draw up to 100 gp per month from Banks of Sel-kai, Rhakhaan Imperial Banks, the Emerald Bank of Kaitaine/Haalkitane/Lethys and Namar-Tol banks. The Emerald bank is Elven-owned;

Loari in Kulthea have gained considerable wealth through bold and innovative banking, including a system which allows swift inter-branch communication.

FOR THE GM ONLY

When the PCs encounter the Steel Rain, Jymsan will be openly fascinated by these creatures combining biological and mechanical functions. While he is vain enough to think that he would never allow himself to have machines wedded to his body, he is intrigued by the idea. As the campaign proceeds, Jymsan's interest should be encouraged by the GM (but in a manner such that the PC understands that this is part of Jymsan's character; the GM is not condoning the interest, as it could obviously lead to danger). But this biotechnology is far beyond what the Loari are capable of, and he knows that it could be priceless knowledge if taken home.

Jymsan might be seeking an item known as the Magesword, an item designed for use by a Warrior-mage...



NUKITI MELENKA

NUYANI THIEF

A personable mercenary, Nukiti (his nickname is 'Keety') would make a valuable addition to the group.

BACKGROUND

Fourth son of a wealthy Nuyan Khôm landowner, Nukiti Melenka has little to look forward to in the way of inheritance. He took to travelling, but his money ran out in Kaitaine. Having little other choice besides begging or pleading with his father for money, he began to take an interest in 'creative acquisition' (thievery). Since then he has made himself comfort-

able though not rich. He has his own moral standards of thieving, and is against physically harming his victims (he prefers institutional targets).

Although it is not at the top of his list of desires, Keety would certainly like to be the one to find the Scepter of Khôm, symbol of the rulership of Nuyan-Khôm, stolen some thirty years ago. By returning home with such an item, he would win honor and glory, and his father's approval. (The scepter lies in the Ahrethrôk, so if Keety survives to the culmination of the quest, he might get that wish.)

TRAITS/DEMEANOR

Short, somewhat stocky, but very light-footed and agile, Nukiti bears the distinctive appearance of the Y'nar: black, straight hair, 'flattened' features, epicanthic folds over amber eyes.

'Keety' is normally a very serious young man, intent on his job. He has a weakness for Loari wine, however, and has gotten into trouble more than once after drinking too much. (He and Jymsan could be a dangerous combination in a city: they would be in the nearest well-stocked tavern before anyone else could turn around.) Hangovers can also really interfere with doing your best work: it's hard to pick a lock with your head pounding and your hands shaking.

He is loyal and friendly, and while his goal is to gain riches (and thus respect back home) he will remain faithful to the group against all but the most seductive temptation of wealth.

Nukiti actually left home because of a disagreement with his father over a trivial topic. However, he is dishonored now and feels that he cannot return without gaining wealth and fame. When asked about his family, he is evasive.

PERSONAL STATISTICS

Race: Y'nar
Height: 5'5"
Weight: 145 lbs.
Build: Stocky
Eyes: Amber
Hair: Black, worn in a short flat-top
Age: 27
Profession: Thief
Languages: (s/w)
Current Level: 1
Hits: 21 (Base: 19)

Stats	Temp	Pot	Stat Md	RceMd	Ttl Md
CO	90	95	+10	+5	+15
AG	96	101	+15	+5	+20
SD	84	89	+5	+10	+15
ME	56	70	0	+5	+5
RE	84	88	+5	+5	+10
ST	88	93	+5	-5	0
QU	98	98	+20	+5	+25
PR	75	85	+5	+10	+15
EM	67	80	0	-5	-5
IN	87	87	+5	0	+5
AP	75	82	+5	0	+5

POSSESSIONS

Boots: Of *Water-*, *Wall-* and *Limbwalking* (all times) and *Dodging* (1x a day, -50 to one bow attack).
Lock Pick Kit: w/shaalk tools (+15)

SPECIAL SKILLS/ABILITIES

Basic Mathematics: (5 Picks)
 Star-Gazing: (5 Picks)

FOR THE GM ONLY

Because of the location of the sceptre, Nukiti has little hope of resolving his personal quest until late in the large picture. You may wish to litter the trail with clues to spur his interest.

MORDEN NÔK

WARLOCK OF ITANIS (MENTALIST)

Shunned by his people, Morden is a man with no father. He is trained as a Warlock (Mentalist), but until the mystery of his conception is unraveled he cannot be allowed to enter the College of Warlocks.

BACKGROUND

His mother was treated with fear and some disdain, as she became pregnant without a parenthood agreement (breeding is strictly controlled). Morden was almost killed at birth, but proved to have such potential that the original judgement by the council was set aside.

He was given training and a focus crystal, but never felt in harmony with the other warlock trainees. He also began to display errant ('wild') powers. Rather than suffer longer, he decided to set out and discover who his real father is.

TRAITS/DEMEANOR

Morden looks in all ways like an Itanian—except for his striking violet eyes. He is quiet and reserved, almost painfully shy. This comes in part from the ostracizing as a child.





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PERSONAL STATISTICS

Race: Italian (chocolate skin)

Height: 5'10"

Weight: 160 lbs.

Build: Lean

Eyes: Blue/violet in certain light

Hair: Straight black

Age: 24

Profession: Mentalist

Languages: (s/w)

Current Level: 1

Hits: 18 (Base: 17)

Stats	Temp	Pot	Stat Md	RceMd	TTI Md
CO	82	85	+5	+10	+15
AG	75	90	+5	+10	+15
SD	89	94	+5	0	+5
ME	80	90	+5	+10	+15
RE	86	95	+5	+5	+10
ST	75	87	+5	+10	+15
QU	95	98	+15	+10	+25
PR	99	101	+20	+10	+30
EM	88	91	+5	+5	+10
IN	74	80	0	+5	+5
AP	81	85	+5	+15	+20

SPECIAL SKILLS/ABILITIES

Sense Crystal: Morden—through his focus crystal—can sense the proximity and direction of a Secret within 50 miles.

Destroy Crystal: By using his own crystal, Morden will be able to shatter the Focus.

Sense Dreams: Occasionally, Morden will pick up Andraax's nightmares. These are terrifying, disjointed visions (including the Focus Crystal of the Ahrenreth, the Eye of Agoth, and Schrek himself) which awaken Morden and leave him shaken and terrified. He will also be so emotionally distraught that he has no PPs for that following day.

GM's Note: The GM should roll percentile dice every night to determine whether Morden dreams. If the roll is 96-00, Morden has a dream-vision (and no PPs the next day).

Morden will somehow begin to suspect that these are someone else's dreams—and that they are those of his father. He will not make the connection to Andraax for some time, though. (Remember, Andraax is not a household name; few have even heard it).

K'TA'VIIR ABILITIES: see *For the GM Only* below

NOTE: The following abilities are latent, and unless Morden chooses to try appropriate activities, he will never know he has such abilities.

1. Natural night vision allows perfect sight in equivalent to a normal clear night, 10' even in pitch dark.

2. Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the Mentalist powers of Voice.

3. Acute hearing allows isolation and analysis of any sound within 1000' under normal circumstances, and through up to 10' of solid (non-dampening) material.

4. Superb synapse development allows for blinding reactions: +10 to OB and DB (in addition to normal Stat bonuses). Will always strike first unless surprised; and have the option of using adrenal Speed at will, 100% chance of success (with appropriate Adrenal Moves Rules applicable).

5. Due to unusual joint design, gain a +10 to all static maneuvers involving the hands (locks, repair/construction) or feet (Balance). Also gain a +15 bonus to Contortions, being able to realign many joints.

POSSESSIONS

Mindstone: Similar to that of all Warlocks of Itanis, Morden's crystal looks like a piece of quartz hung from a leather thong. It has a symbiotic relationship with the owner. It has the following powers:

1. x3 PP enhancer: (becomes x4 at 5th level, x5 at 10th).

2. Detects Essænce: A Mindstone will respond to the presence of raw Essænce by glowing and giving off a faint warmth.

3. Keyed to owner: if any but the attuned wearer touches the stone, he takes a point-blank Lightning Bolt attack (+35, no DB, AT1 if touched by a bare hand).

4. Protection: Adds +30 to wearer's RRs vs all mental attacks and probes. By concentrating (no PP use required) wearer has a +90 chance of detecting magical illusion (+50 to see through the illusion).

5. Ranging: Allows user to 'focus' mental power to extend range by +10% per extra round of concentration up to the level of the caster. (Note: change from Atlas Addendum).

6. Aiming: Allows user to 'focus' mental power to increase potency by +5 per extra round of concentration up to a maximum of +30 for non-directed spells and +50 for non-directed spells.

7. Storing: User may store one spell up to his own level in the stone; the spell may then be cast instantly on command, or set to trigger on its own in a specific predetermined situation (situation must be general and obvious).

FOR THE GM ONLY

Morden is really the son of Andraax, who impregnated his mother while she slept. He is, therefore, half K'ta'viiri, and possesses certain special powers which are latent at this time. They will manifest themselves only as the situation dictates.

Morden will have a special link to the great crystal focus of the Jerak Ahrenreth, and as such will sense the proximity of a 'Secret'.

Note the disadvantage accompanying Morden's dream-visions: about 5% of the time Morden will have no PPs. This is an important balancing feature because of all of the young Warlock's other powers and should not be ignored. A creative player can use this disadvantage and make it into an interesting personality trait: perhaps Morden is not only without PPs on those days, but he is emotionally troubled, nervous, twitchy, paranoid...

RÆK TORREN

LAAN HEALER

A male Laan hailing from the city-state of Kaitaine, Ræk Torren is a Channeling Healer with some fighting skills. He also has a troubling secret.

BACKGROUND

Ræk is the eldest son of the Torren family of cotton traders. His mother died nine years ago soon after the birth of his sister; he also has two younger brothers. Ræk's father rules the family much like the business: with a strong and calculating manner.

Just before she died, Ræk's mother called him into her chamber. He was but a boy of eleven and did not understand much of what she said—references to the Old Empire and a beautiful order turned to evil—but he did remember the phrase *Ahn Sye Zanar*: the Order of the Cloak. She gave him an enchanted bracelet (it fit his wrist perfectly, as it continues to do, and it will not come off) and a beautiful black, red-lined cloak.



She told him that it was his duty to seek out his origins and work to right the wrongs done by the evil agents now claiming to be the Order of the Cloak: the Inquisitors of Zanar. She died two days later.

The Master Healer Sheren Taas took Ræk under her wing when he was a youth of thirteen, when he displayed a strong potential healing gift. This was fortunate for Ræk, for he took little interest in the family business (to his father's disappointment). Ræk proved an apt pupil with one exception: he displayed an emotional block which prevented him from forming the bond necessary to transfer serious wounds from others onto himself. At first, Sheren assumed that the problem would work itself out, but as Ræk grew older and it did not improve, she grew concerned. It was not until the youth confessed his secret (see *Traits* below) that she understood. With her help he has gained some self-acceptance and access to transferring abilities. His patron god is Bæris, a Spirit of Orhan who is completely understanding and compassionate (more so than some of the Lords).

Rather than agree to marry the daughter of an allied house, whom he did not love, Ræk abdicated his inheritance and left Kaitaine to seek his fortune—and to gain a better understanding of himself..

TRAITS/DEMEANOR

Ræk Torren is a quiet, polite young man, intelligent, articulate and very handsome. While he is an imposing figure, he moves with a masculine grace. There is sometimes a vague sense of melancholy about him, which can make others uncomfortable.

Most of the time, however, Ræk is simply soft-spoken, doing a good job of remaining on the periphery of any conversation. He does have a beautiful baritone singing voice when he can be convinced to use it.



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Finally, Ræk has a secret which he has told no one except his mentor. Sheren accepted Ræk for what he was, but she was unable to protect him from the attitude of intolerance which pervades his culture. Ræk has come to realize that he is what his people call a *sherikaan*, a lover of men.

This homosexual orientation has various levels of acceptance in Kulthea. Most Elven tribes are blasé about it (considering that few remain completely constrained to one orientation throughout their immortal lives). Interestingly, most mortal tribes also do not hold up their own prejudices against the Elves. The Dúranaki are openly supportive; most other cultures range from trying to ignore it to actively persecuting those caught 'in the act'. It is socially unacceptable and/or morally wrong but not illegal in Nuyan Khôm, Rhakhaan, most of Hæstra and the western states of Jaiman. The Rhiani cast out *sherikaan* tribesmen. In Sel-kai it is quietly accepted, while in Vajaar and among the Y'kin it is illegal and punishable by death. In Kaitaine it is illegal (subject to a small fine but rarely enforced, and then only against prostitutes); those known to be *sherikaan* (a slang, uncomplimentary term is *sherk*) are frequently socially ostracized, however.

Also, the degree of acceptance varies depending on the prevailing deity. Among the Lords of Orhan: Kuor: disapproval; Valris: neutral; Reann: neutral; Jaysek & Kieron: acceptance (and indulgence, esp. by Kieron); Eissa: neutral; Phaon: disapproval; Oriana: mild disapproval; Cay: strong disapproval; Iloura: indignant distaste (it is 'unnatural'); Iorak: no opinion; Teris: complete acceptance.

PERSONAL STATISTICS

Race: Laan
Height: 6'3"
Weight: 220
Build: Medium (big-boned)
Eyes: Blue
Hair: Black
Age: 22
Profession: Healer
Languages: (s/w)
Current Level: 1
Hits: 39 (Base: 34)
Power Points: 2

Stats	Temp	Pot	Stat Md	RceMd	Ttl Md
CO	95	100	+15	+5	+20
AG	67	90	0	+5	+5
SD	65	72	0	+5	+5
ME	85	85	+5	+5	+10
RE	84	89	+5	0	+5
ST	93	95	+10	+10	+20
QU	98	99	+20	-5	+15
PR	88	96	+5	+10	+15
EM	45	79	0	+5	+5
IN	96	101	+15	0	+15
AP	97	100	+15	+10	+25

SPECIAL SKILLS/ABILITIES

First Aid: (4 picks)

Architecture: (3 picks) Ræk studied this as part of his schooling in Kaitaine

Herb Lore: (4 picks) As part of Healer training, Ræk learned the rudiments of healing herb capabilities and application.

POSSESSIONS

Armor: A full suit of black leather (does not encumber at all) with metallic fittings; it is AT/4 and heals itself.

Bracelet: x3 spell enhancer; it also allows Ræk to transfer one wound equivalent to 5th level or lower from someone up to 10' per level away, once per day. It is of silver with red inlays and bears runes in Old Emer, an item of the Order of the Cloak.

FOR THE GM ONLY

Ræk is a descendant (through his mother) of one of the members of the lost *Ahn Sye Zonar* ("Order of the Cloak"), one of the Eight Orders of the lost Emerian Empire. While this will have little effect during this first phase of the campaign in Jaiman, once in Emer, it may become of value. Ræk is immune to all ill effects by any weapons or spells of the Order of the Cloak, and suffers only half effect from that of other Orders. All gates and portals of the *Ahn Sye Zonar* will open for him. Ræk will not initially know of these powers, though records in Emer with this information might be available. The GM may develop this subplot even further as the campaign progresses.

Regarding Ræk's orientation: for players or gaming situations where this aspect of a character is inappropriate, the GM may change the nature of the character, although characters should not be discouraged from playing Ræk. This personality trait is included not to promote role-playing sexual encounters (since he is even more unlikely to have one than the average heterosexual character) but to encourage players through role-playing to gain a better understanding of discrimination and how to combat it.

On the other hand, if players and GM feel comfortable with this aspect, there is ample material for inter-character dynamic tension. For instance, Ræk might find himself drawn to the handsome, charming (and potentially available) Jymisan.

Ræk's psychologically related spell-casting troubles can be included as an ongoing part of the character or played down, as the GM and player wish.



LEENA ARIEN

ELF OF LYS (LINAERI BARD)

A female Linær Elf of Lys, Leena is a talented musician and scholar—but you would never guess it. She instead appears to be a somewhat dizzy young woman.

BACKGROUND

Leena Arien hails from the Lys province of Elas (See *Emer* Book, pg 42), and wears the oak sprig symbol on all of her tunics. She is the youngest daughter of Lord Barin Arien, who owns a palace and vineyards.

Her life has been a carefree one in Lys, never wanting for anything. Unlike most of the other PCs, her home life has been blissful and serene. The only troubling event in an otherwise pastoral life was the departure of her older brother (the middle child of three) two years ago. Arik left Lys with two friends (brothers Kesien and Orrel Ermenel) to journey around Emer. Mainly Arik wanted to see Námar-Tol, but agreed to go with the brothers to see other sights. Nothing has been heard from them since they departed Kaitaine over a year and a half ago and the parents are worried.

Over her mother's objections and her father's concern for her safety, Leena departed Lys to seek her lost brother (and in search of adventure).

Finding nothing at Kaitaine, Leena continued north and intended to make her way to Sel-kai. However, rough weather and storm damage in the Melurian Straits forced her ship to turn north to Jaiman. They anchored in Lethys.

TRAITS/DEMEANOR

While highly intelligent and talented, Leena's behavior might tactfully be described as 'distracted.' The less circumspect would mutter under their breath that she was a 'dumb blonde Elf girl.' Neither is true, of course; this is a façade that Leena creates to catch others off-guard. Whether she does it consciously or it is purely second nature is a matter worthy of speculation. In either case, her performance is flawless.

More specific examples of Leena's behavior follow: hair-tossing, ogling attractive males while making cooing noises, singing at inappropriate times, talking to herself about inane topics, and constantly asking anyone nearby if her hair/tunic/jewelry/etc. looks alright. When you are speaking to Leena, she will frequently stare off into space, see something that interests her, and interrupt you to draw your attention to it. She has a tendency to giggle for no apparent reason.

PERSONAL STATISTICS

Race: Linær

Height: 5'9"

Weight: 100

Build: Slender/shapely

Eyes: Blue

Hair: Blonde, worn either halfway down her back or worn 'up'

Age: ? (appears ≈20)

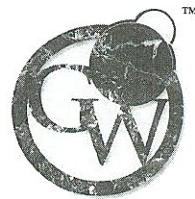
Profession: Bard

Languages: (s/w)

Current Level: 1

Hits: 28 (Base: 26)

Stats	Temp	Pot	Stat Md	RceMd	TTI Md
CO	90	94	+10	0	+10
AG	95	98	+15	+5	+20
SD	56	70	0	-20	-20
ME	67	85	0	+5	+5
RE	75	75	+5	0	+5
ST	85	89	+5	0	+5
QU	97	98	+15	+10	+25
PR	93	98	+10	+15	+25
EM*	100	101	+25	+5	+30
IN	80	84	+5	0	+5
AP	98	100	+20	+30	+50



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**Note: Leena is considered an Essence-based (Amthorian) Bard here; if the GM or player would rather use the Mentalism-based bard, switch her Empathy and Presence stats.*

SPECIAL SKILLS/ABILITIES

Singing: 5 picks

Music: 3 picks

Play Instrument (Harp): 5 picks

Martial Arts (Sweeps & Throws): 1 pick; gain at 2/5

POSSESSIONS

Cloak Pin: a lovely oak leaf and acorn pin where the leaf is gold and the acorn a large beryl with silver cap. At a touch the wearer becomes Invisible. Useable 1x per day, lasts only 1 hour. Also a +1 PP enhancer.

Harp: Enchanted instrument, will not slip out of tune.

FOR THE GM ONLY

Leena's brother Ærik and his friends were captured by agents of the Steel Rain. Orrel Ermenel has died, killed by the cruel experiments of the Steel Rain. Most unfortunate, however: Ærik and Kesien have been turned into Morthrog. Parts of their bodies have been 'enhanced' with magical/mechanical additions, and a combination of spells and technology have rendered them shadows of their former selves. Any memories of his family are deeply buried. Leena will be forced to confront her brother in the later phases of the campaign.

RÆLEN THIROK

CHANGRAMAI NOVITIATE (KY'TAARI
WARRIOR MONK)

Rælen Thirok is a Changramai who has left the monastery in Emer to work against the Priests Arnak of Jaiman. These priests have nearly destroyed his Ky'taari people.

BACKGROUND

Young Rælen left the Mur Fostisyr as a boy to become a Changramai, but now that he has earned his White Sash, he wishes to return to his devastated homeland. This goes against the nature of the Changramai, who are mercenary bodyguards. Rælen owes a considerable sum to the Changramai in return for his training, and he is therefore not an 'official' Changramai and dares not wear his white robes. He cannot remove the triangular Changramai red tattoo on the back of each hand, so wears gloves. The monastery does not wish to harm him (that is wasteful); they do want to force him to adhere to his contract:



five years of service to the monastery to repay them for his elite training. (They refused his request for a deferral, suspecting that he would not live to fulfill it).

Rælen wants to fight against the Syrkakar in the Mur Fostisyr, and is en route to there from Emer when he encounters the other PCs in Lethys. He will be convinced to go with them to the Library to learn more of the Priests Arnak.

TRAITS/DEMEANOR

Like most of his Ky'taari kin, Rælen is naturally friendly and outgoing. However, his flight from the Changramai order has made him more cautious and suspicious of strangers. He is a bit naive, idealistic, and selflessly loyal to his friends.

PERSONAL STATISTICS

Race: Ky'taari (half-elf)

Height: 6'1"

Weight: 180 lbs

Build: Medium

Eyes: Blue

Hair: Pale Blond

Age: 18

Profession: Warrior Monk (or Monk)

Languages: (s/w)

Current Level: 1

Hits: 32 (Base: 30)

Power Points: ???

Stats	Temp	Pot	Stat Md	RceMd	Ttl Md
CO	85	95	+5	+5	+10
AG	90	99	+10	+5	+15
SD	86	89	+5	-5	0
ME	65	78	0	0	0
RE	50	70	0	0	0
ST	95	97	+15	+5	+20
QU	100	101	+25	+10	+35
PR	99	100	+20	+10	+30
EM	89	91	+5	0	+5
IN	69	79	0	0	0
AP	88	93	+5	+10	+15

SPECIAL SKILLS/ABILITIES

Skating: 5 picks

Skiing: 5 picks

Subduing: 3 picks

Contortions: 3 picks

Body Damage Stabilization (optional, from *RMC II*): 10 picks

POSSESSIONS

Headband: a band of black leather with a silver clasp, this powerful enchanted device protects as if the wearer had on an enchanted helm.

Boots: Allow wearer to run on sand or ice as normal solid ground. Also, for any Martial Arts Strike critical which mentions the word 'kick', all hits damage is *tripled*.

FOR THE GM ONLY

Rælen must go the the Kaldaraak-Vaar ("Dawnwater's Edge") in the Mur Fostisyr, where Arianna will appear before him and charge him to aid his friends in their (as yet undefined) quest. "You can help your people best by remaining with your fellows, for theirs is a purpose which in the end will prove more perilous and momentous than events in our small land."

Throughout this campaign, Rælen must avoid being captured by the Changramai and forcibly returned to the Monastery (or he must pay them the lump sum of 50,000 in gold—about what he would earn in 5 years for them). While every Changramai monk would not recognize Rælen on sight, all have been sent his likeness, and there are several agents actively looking for him.

Rælen would like to find the lost Sword Ashaanaar to present to the A-Ryaan, but has no idea where it might be (it is cursed and in the form of a dagger, in the Citadel of the Dragonlord).

Terry Amthor



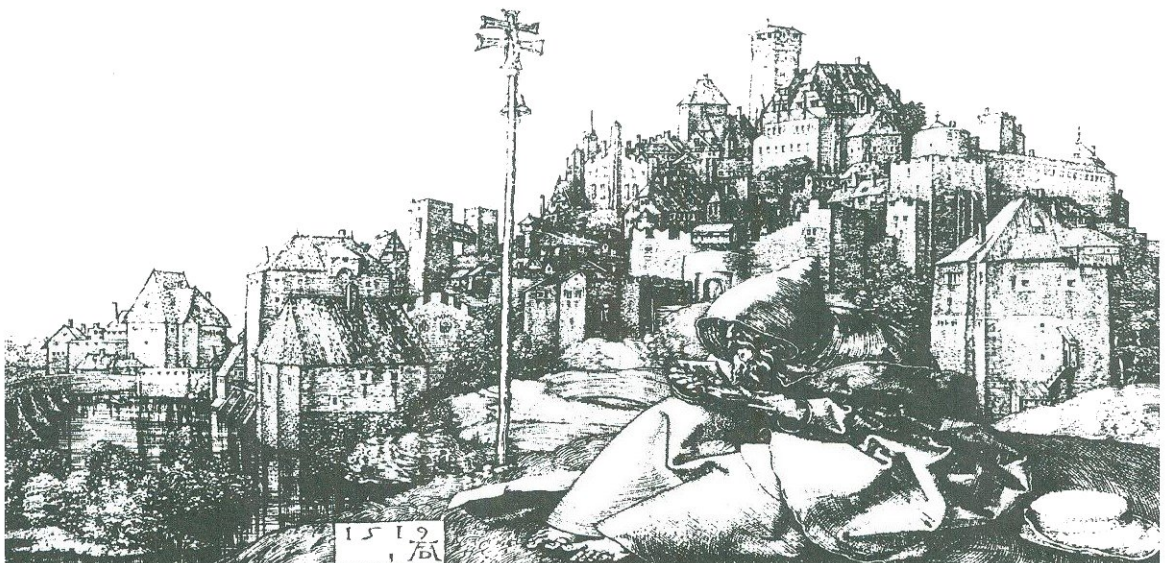
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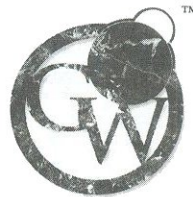
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RolemasterTM

STANDARD SYSTEM

The upcoming *Rolemaster Standard System*TM (*RMSS*) will be comprised of four Primary Law Books—the cornerstones of the System. Each of these books will be in a new format: perfect bound with each page perforated and 3-hole punched for optional use in 3-ring binders. Following Companion material will be printed in the same format to allow for easy and customized integration into the *RM Standard System* books.

The first *RMSS* release is *Arms Law*TM, the component with the fewest significant changes. (And if it's not already published, it will be very soon). Note that though "Claw Law" has been dropped from the title, the content is still there! The *Arms Law* format will feature the convenience of having each weapon's attack table and critical chart on one page (front and back). New tables have been added: Brawling Critical Strike, Subdual Critical Strike and the Non-Weapon Fumble. The Armored Fist Attack Table is replaced with the Brawling Attack Table. *Arms Law* is now 144 pages long and suggested retail is \$16.

The second Primary Law book for *RMSS* will be released in October '94. *Gamemaster Law*TM will include material from the current Campaign LawTM as well as new material on "how to roleplay in general" and especially how to roleplay *Rolemaster*—learn how to use the system to its fullest potential! At this writing, suggested retail for this 288 page book will be \$20.

In late October or early November, the first sourcebook for the *Rolemaster Standard System* will be published. *Creatures and Monsters*TM, a bestiary of

epic proportions will be over 350 pages long! Good thing it will be indexed! Entries are compiled from previous ICE publications, *Creatures & Treasures*TM and *Creatures and Treasures II*TM. The format will be like that of *C&T III*TM and there will be new illos. This sourcebook will be perfect bound, but will not be perforated or 3-hole punched. Currently, suggested retail looks to be \$25.

December 1994 is the current scheduled release month for the third Primary Law book for *Rolemaster Standard System*. *Spell Law*TM will provide a glimpse of some of the actual rules changes coming with the Standard Rules. *Spell Law* will also feature the convenient front/back format of *Arms Law* that puts most of the info you need for any one spell list on one page. Price for *Spell Law* is not yet set, but look for a special sneak preview in *Grey Worlds* #4 in November!

Finally, by February '95 (we hope), this will all be pulled together by the publication of *Rolemaster Standard Rules*TM. The revised Character Law information, a discussion of *Rolemaster* concepts and mechanisms and instructions on "how to use" *Rolemaster* will all be here. There will be some changes to professions, and the skill system will be changed. Price is not yet set. Soon after *Standard Rules* are published, the invaluable *Rolemaster Player Guide*TM will be available. GMs will be grateful to have this condensed "how to" guide available for players, and players will want it for easy reference. With the *Rolemaster Standard System* (or *Rolemaster: The Basics*TM—more on that next issue) and the *RM Player Guide*, there's no reason not to try *Rolemaster*!

#1301	Dark Space	\$16.00
#1410	Creatures & Treasures II	\$13.00
#1510	Elemental Companion	\$15.00

#1430	Creatures & Treasures III	\$15	#1500	Rolemaster Companion	\$12.00
#1520	Spell User's Companion	\$16	#1901	Rolemaster Companion VI	\$14.00

#1130	Sea Law (Rolemaster sourcebook)	\$22.00
#1305	Arabian Nights (Rolemaster Genre Book)	\$16.00
#2008	Middle-earth Poster Maps (Flat)	\$15.00
#9004	Space Master Companion II (sourcebook)	\$15.00
#2005	Arnor (Realm of M-e, 4 color inserts)	\$30.00
#2007	Minas Tirith (Citadel of M-e)	\$25.00
#2009	Palantír Quest (4th Age M-e adventures)	\$18.00
#2010	Treasures of Middle-earth (sourcebook)	\$20.00
#5520	Arms Law (new Standard System format)	\$16.00

Moria is back—and bigger and better than ever! This revised printing features new adventures, layouts, and source material. It is the ultimate dungeon, the original Dwarf-citadel, and the home of some of the richest treasures and nastiest traps you'll ever encounter.

This is the second release for the Rolemaster Standard System™. (Arms Law™ was the first of the four components that will make RMSS). Material from the current Campaign Law™ will be included and expanded, and lots of general GM material will be provided. Gamemaster Law will also feature new material on “how to role play in general” and especially how to role play Rolemaster — learn how to use the system to its fullest potential!

This printing is a revised version of the sourcebook of the same title originally released in 1988 (and now out of print). The new *Creatures of Middle-earth* features more illustrations, more maps showing the ranges of individual species, and complete stats for the Lord of the Rings Adventure Game™ in addition to MERP stats. If you've ever felt the desire to defeat the "many evil things that Morgoth had devised in the days of his dominion: demons, and dragons, and mishapen beasts..." then your FRP game needs *Creatures of Middle-earth*.

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MIDDLE-EARTH ROLE PLAYING™ - SECOND EDITION

Complete Product List of 2nd Edition Titles:

#2000	MERP™ 2nd Edition Rules Hardcover	\$30.00
#2001	MERP™ 2nd Edition Rules Softcover	\$20.00

2002	MERP™ 2nd Edition Accessory Pack™/Boxed	Sept. '94	\$15.00
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This boxed play aid for use with Middle-earth Role Playing™ 2nd Ed. rulesbook gives players everything they need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Not a complete game—MERP rules required.

#2003	MERP Campaign Guide + map	\$20.00
#2004	MERP Combat Screen	\$ 8.00
#2005	Arnor	\$30.00
#2006	Valar and Maiar	\$15.00
#2007	Minas Tirith	\$25.00
#2008	Middle-earth Poster Maps Flat	\$15.00
#2009	Palantir Quest	\$16.00
#2010	Treasures of Middle-earth	\$20.00

2011	Moria™ Citadels of Middle-earth	Sept. '94	\$5.00
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Come explore Moria, the storied "Black Chasm" of Tolkien's Lord of the Rings®, in your MERP™ campaign. Deep in the bowels of the central Misty Mountains, the Dwarves created their greatest kingdom, a vast, subterranean complex of gaping mines, fiery pits, myriad mazes, elaborate chambers, dizzying stairwells, and countless passages (charted and uncharted). They roused from sleep a thing of unspeakable terror that had lain hidden at the foundations of the earth since the end of the Elder Days: a fiery Balrog of Morgoth. Now, the Balrog rules Moria and its eerie Underdeeps, slaying those adventurers who dare challenge his deadly traps & cruel minions in search of the priceless & legendary Dwarven treasures. Moria is back—and bigger and better than ever! This revised printing features new adventures, layouts, and source material. It is the ultimate dungeon, the original Dwarf-citadel, and the home of some of the richest treasures and nastiest traps you'll ever encounter.

2012	Creatures of Middle-earth™ Sourcebook	Oct. '94	20.00
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Let the wondrous creatures from Tolkien's The Hobbit® and The Lord of the Rings™ crawl the caverns, fly the skies, and roam the hills of your MERP™ campaign. Creatures of Middle-earth details the beasts and monsters of Endor, including Smaug the Dragon, the undead Barrow-wights that haunt the tombs of the ancient Edain, and the Fell Beasts ridden by the Ringwraiths. This printing is a revised version of the sourcebook of the same title originally released in 1988 (and now out of print). The new Creatures of M-e features more illustrations, more maps showing the ranges of individual species, and complete stats for the Lord of the Rings Adventure Game™ in addition to MERP stats. If you've ever felt the desire to defeat the "many evil things that Morgoth had devised in the days of his dominion: demons, and dragons, and mishapen beasts..." then your FRP game needs Creatures of Middle-earth.

JUST ANNOUNCED! For November/December '94:

2013	Dol Guldur - Citadel of Middle-earth	Price TBA
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OUT TIME DAYS

Out Time Days is a Play-By-Mail game of life on a strange world that emphasizes role-playing and inter-player communication. The worlds explored are living, vibrant locales that will change through your character's actions. With the ability to journey in many eras, you'll enjoy adapting to new sets of abilities and restraints, or you can focus on a single place and become well-established.

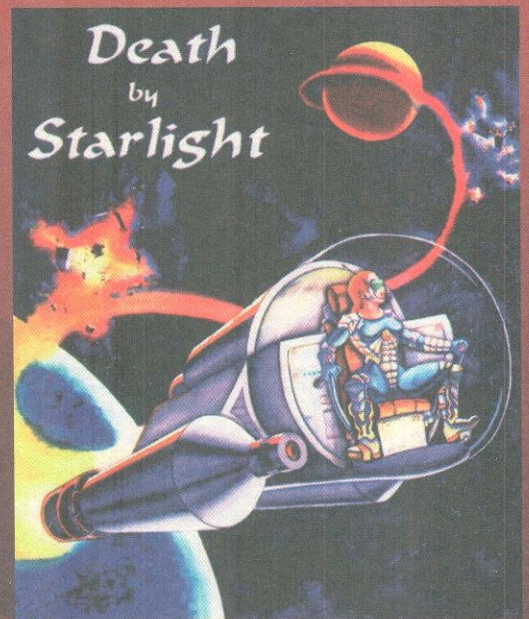
OTD is a combination Science Fiction-Fantasy game. It is 99% computer moderated to insure fairness and 1% GM moderated to allow for creativity. A maximum of 1 turn per week is allowed. Cost per turn is \$5.00. A special startup is available if you mention this ad. Receive a rulebook, startup turn and 5 turns for just \$5.00 (\$20.00 outside U.S. and Canada), a \$35.00 value!

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Death By Starlight is a brand new arena game fought in space. You'll start with a small, cheap space ship supplied by the Tri-Video Network. Add in a crew of four, choice of hull designs, customized weapon configurations and the latest in computer equipment and you've got your chance for fame and fortune before the cameras!

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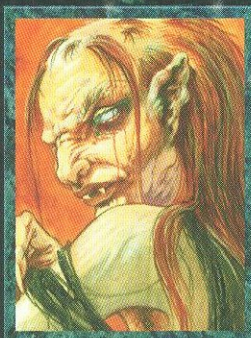
While in the final development stage, turns are a mere \$1 each (good through December '94).



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